PLAYSTATION 2 MAGAZINE

PSM2

PLAYI

ISSUE 55 ■ MAG+DVD ■ £3.99

GRAN TURISMO 4
NOT ONLINE SHOCKER!

NEW-LOOK PS2 PICS
MINI MIRACLE REVEALED

THUG2 REVIEWED
SKATED AND RATED INSIDE

WORLD EXCLUSIVE REVIEW!

NEED FOR SPEED UNDERGROUND 2

The rides, the races, the FIRST REVIEW!
Kelly Brook gets her asphalt INSIDE!

REVIEWED!
PRO EVOLUTION SOCCER 4
It shoots! It scores! Again!

REVIEWED!
KILLZONE
Is it the ultimate FPS?

IT'S HERE!
grand theft auto San Andreas
THE EXCLUSIVE PSM2 VERDICT

IN THIS ISSUE

WWE Smackdown Vs Raw
Getaway: Black Monday
Call of Duty: Finest Hour
LOTR: The Third Age
Devil May Cry 3
Singstar Party

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PASS MY BALL OR I'LL
YOU!
NOT IF I
YOU FIRST!
WANT ME TO COME OUT
THERE AND
THE
BOTH OF YOU?
PlayStation.2
Settle scores.
Humiliate your mates online or with a Multitap using 15 all new upgradeable weapons,
7 cutting-edge gadgets and combat vehicles, now available for the ultimate destruction.
INSOMNIAC
For more ideas on how to settle your scores see www.ratchetandclank3.com
FUN ANYONE?
PlayStation.2

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Welcome to PSM2

It's been quite a month for Sony. When they haven't been shoe-horning a PS2 and all its crude accessories into something the size of a DVD case (see pg22), they've been showing off their new PSP in Japan and... well... not really having much effect on anyone at all really (pg16). Are they – after years of surprising and delighting everyone – now becoming victims of their own ridiculously high yardstick?

Take PSP for example. Twenty good new games on offer, but nearly all of the collecting-monsters-and-having-the-odd-turn-based-battle variety. Seems even the Japanese have had enough. And the current bone of contention is the smokescreen over battery life. Insiders tell us that Sony are placing limitations on the amount of disc access a game can use in an attempt to make ambitious games last that bit longer. After flying around the world with a faithful GBA: SP, the idea of running down a PSP battery before you get to the airport is frankly ridiculous. Could that UMD and big screen be more than the machine can handle?

And back with PS2 we can't help being miffed at them not dropping the price of something that clearly costs less to make. The rumours of a PS2 + *San Andreas* bundle is the silver lining. Come on Sony £99 for the pair. We'd love you for it.

ONLY PSM2 BRINGS YOU...

Accelerator:

- Scything, clag-stripped news, interviews and screens from the world's biggest games
- More hands-on verdicts than any other mag
- PSM2 takes you behind the scenes like no-one else can, or dares
- No bullshit opinion

Hands-On:

- We play every game we preview
- Exclusive screenshots showing in-game action
- Exclusive opinion tells you what we really think

Reviews:

- The most in-depth, most detailed reviews out there
- Waffle-free opinion, buyers advice with scores you can trust
- Every level, every vehicle, every mode tried and tested
- More shots than any other mag
- Hard-hitting, butt-munch free opinion

Tips:

- We're first with the latest tips, codes and cheats
- Dedicated to making you better at games
- Expert walkthroughs with proper screenshots
- Ultra Dojo – the only mag with a dedicated challenge arena

DVD:

- Shows more new games than any other PS2 mag's DVD
- Opinionated commentary rather than PR voice-over
- Less CG intro footage and more game action

PSM2 MAGAZINE PROMISE...

PSM2 is 100% independent. We write what we want, when we want. We don't ridicule popular opinion for the sake of controversy. Or generate hype without fact. We're not afraid to admit to our mistakes. And we're always first to put things right. We say it as we see it. Fact.

- Unlike any other PS2 mag, here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else.
- We feature more screenshots than any other magazine.
- We actually like games. Sometimes love. Sometimes hate. And sometimes... hurrr... well, y'know...
- PSM2 – playing PS2 longer, harder, faster. Still.

"THE NEIGHBOURS HAVE PUT IN A FORMAL COMPLAINT" SINGSTAR PARTY PAGE 88.

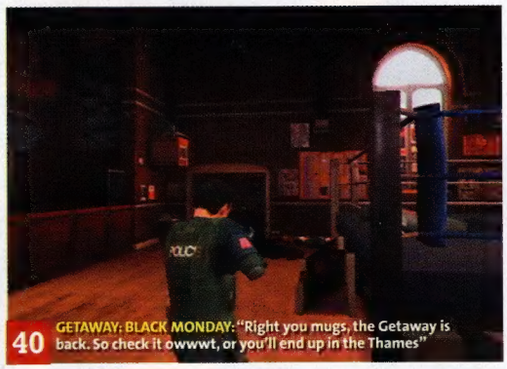
Conte

72 **ROCKY LEGENDS**
Punch your way through to the review and find out what we think of the sequel to the brilliant *Rocky*

74 **X-MEN LEGENDS**
Wolverine and his posse are back, in this *Baldur's Gate* style action/adventure...

92 **LMA MANAGER 2005**
With more stats than you can cram into Old Trafford, *LMA* is back and bursting with brilliance...

You want more?!
How about Sly Racoon 2 (pg 76) Terminator Redemption (pg 78), King Of Fighters 2000/01 (pg 80), WRC4 (pg 86), and Driven to Destruction (pg 99)?



40 GETAWAY: BLACK MONDAY: "Right you mugs, the Getaway is back. So check it owwwt, or you'll end up in the Thames"

"A GAME THAT'S AS GRITTY AS LOCK, STOCK"

44 CALL OF DUTY: War. What is it good for? Find out...

64 WWE SMACKDOWN VS RAW: More news revealed.

WORLD EXCLUSIVE!

NEED FOR SPEED UNDERGROUND 2

Does EA's free roaming mod-father bass our bins or scratch our rims? Beware! Truth ahead.

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THIS MONTH IN

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The place with the hottest PS2 stories, news from developers, insider gossip and release info.
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nts

OVER 2HRS OF PRIME TIME PS2!

TURN OVER NOW FOR FULL DETAILS OF YOUR FREE DVD

PLAYING PLAYSTATION 2, LONGER, HARDER, FASTER

"SUP' HOMIES?"

GTA: SAN ANDREAS

Everything you need to know about the game of the year. Maps, missions and – *shhh* – secrets. Get the PSM2 verdict!

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94 PRO EVOLUTION SOCCER 4: The best footy game just keeps on getting better... but why? Truth awaits.

88 SINGSTAR PARTY: The ultimate post-pub game is making a comeback. Find out what tracks we've been murdering.

Now that you're out of my life
I'm so much bet - ter

LOCK 'N' LOAD 64

KILLZONE

Fill the evil Helghast with lead...

YOUNG ONE, DARE YOU ENTER THE ULTRA DOJO

THE BATTLE CONTINUES ON PAGE 122

PSM2 - THE WORLD'S GREATEST PS2 MAG!

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Written by gamers for gamers. We've played every game we preview. And that's a promise.

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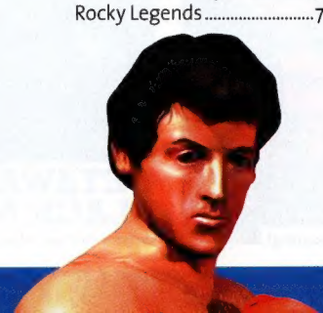


ON THE DVD

THE BEST GAMES ■ THE BIGGEST DISC

OUR NEW LOOK DVD IS LOADED WITH GREATNESS!

Yes, it's finally here. PSM2's new, easier, cleaner, sexier DVD is here!

METAL GEAR SOLID 3: SNAKE EATER

Possibly the weirdest trailers ever released. Can you figure them out?

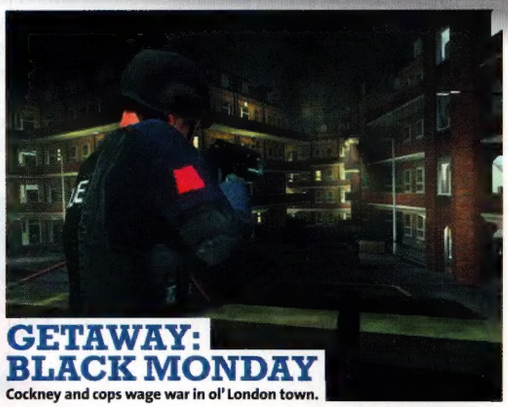
THIS MONTHS PSM2 DVD HIGHLIGHTS!

ICO 2 (WANDA & COLOSSUS)

Stare in awe at the beauty of this amazing sequel.

CALL OF DUTY: FINEST HOUR

War from the trenches to the beaches to the streets. Incoming!



GETAWAY: BLACK MONDAY

Cockney and cops wage war in ol' London town.

IT'S ON THE DISC

If you see this logo stamped on a game it means that there's footage of it to watch on the DVD. Check the list over there to the right for each section's contents or just dive in and cruise, dude.

DVD VIDEO™

ALSO ON THIS MONTHS PSM2 DVD...

MIDNIGHT CLUB 3

The phattest, toughest, baddest rides on the street.

38 AMAZING GAMES!

Area 51, MGS3, all the future hits you need on one massive DVD.

PRINCE OF PERSIA: WARRIOR WITHIN

More twirly action from the toughest prince in the land.

NARC

Shooting people to death and swearing like a docker. The best game ever?

ACCELERATOR

All the latest news and rumours in one watchable TV-friendly burst. Sit back and know everything.

WANDA & COLOSSUS

- AREA 51
- MIDNIGHT CLUB 3
- NARC
- KESSEN 3
- SHADOW HEARTS: COVENANT
- NBA STREET VOLUME 3
- TOM CLANCY'S GHOST RECON 2

COMING SOON

The place to see exclusive footage from all the hot games of the future.

METAL GEAR SOLID 3: LEIPZIG TRAILER

- METAL GEAR SOLID 3: TOKYO GAME SHOW TRAILER
- CALL OF DUTY: FINEST HOUR
- PRINCE OF PERSIA: WARRIOR WITHIN
- METAL SLUG 3
- DESTROY ALL HUMANS!
- THE GETAWAY: BLACK MONDAY
- NEO CONTRA
- UNDER THE SKIN
- KING ARTHUR
- FIGHT CLUB

REVIEWS

Reviews for every new PS2 game. Complete with commentary from the team.

SLY RACOON 2

- DRIVEN TO DESTRUCTION
- KING OF FIGHTERS 2000 / 2001
- ROCKY LEGENDS
- MORTAL KOMBAT: DECEPTION
- RIBBIT KING
- MIDWAY ARCADE TREASURES 2
- PRO EVOLUTION SOCCER 4
- SHARK TALE
- DEF JAM: FIGHT FOR NY
- THUG 2
- CRASH TWINSANITY
- TERMINATOR: REDEMPTION
- LOTR: THE THIRD AGE
- CLUB FOOTBALL 2005

PS2 TIPS

Footage of expert PS2 players in action. Watch and learn. See the Ultra Dojo on page 108 for more

DRIV3R: I AM THE WHEELMAN COMPO

- SSX TRICKY BY TOM ELLIS
- GTA: VICE CITY BY ADAM MORRIS
- THUG BY EVAN HARVEY

EXTRAS

Special features and extra bonus footage. Plus a hidden secret... can you find it?

'FADED DREAMS' BY MATT BARKER

- PRO EVOLUTION SOCCER 4: TEAM PSM2
- CREDITS

HOW IT WORKS

- Don't panic! Your machine is not busted – it's just the brand new PSM2 DVD taking over your PS2's mind for a moment.

Our new DVD is a piece of cake to navigate. Just click on the section you want to open a window revealing its contents.

- Latest: Not a sub-menu, but a movie in its own right. This is the very latest vids, squeezed in at the last minute. And now you can skip forwards and back!

- Hands-on: So big it comes in two parts. Select your part then click on the video you like the look of from the preview icons.

- Reviews: All the latest games reviewed – complete with the famous PSM2 team commentary. Sick of hearing Andy wibbling on in Scottish? Click down R2 to switch to the game soundtrack.

- Recommended: Quick links to our personal favourite bits.

- Extras: Quirky clips and... well... extra stuff and credits to enjoy. Go for it.

- Dojo: Your winning runs on your favourite games. Check page 108 for details.

DVD NAVIGATION

EXTRAS

- Want some more? Here's where it's at:

'FADED DREAMS' BY MATT BARKER: Mister Barker is the new Daniel Bedingfield. Hear his fantastic track, Faded Dreams, complete with bonkers video!

PES 4: TEAM PSM2: Watch the team play ball with the professionals in PES 4!

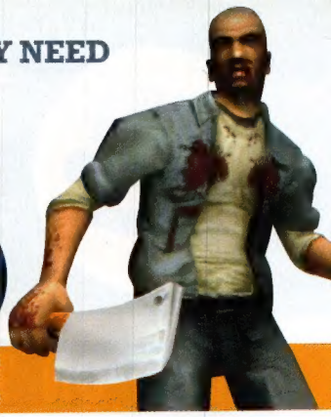
CREDITS: Find out who does what.

DON'T MISS THE SECRET FOOTAGE!

- Each month we hide a piece of footage on the DVD to tease you. Want to know where last month's secret footage was? Just close all the windows on the desktop. There you go!

QUOTE OF THE MONTH: "DO WE REALLY NEED TO KILL PEOPLE VIGOUROUSLY?"

Letters



THE LOUDEST VOICES IN THE PS2 UNIVERSE

► EMAIL: psm2@futurenet.co.uk – subject line 'Letters'

► WRITE TO: Letters, PSM2, Future Publishing, 30 Monmouth St, Bath, BA1 2BW

PSM2

WINNER!

Every issue, the writer of the Star Letter gets our eternal thanks PLUS a red hot package of PS2 goodies fresh from the PSM2 booty chest. Or is that chest booty? So entertain us and your fellow readers. Let the

FIGHTING TALK: "WHOEVER GAVE IT THAT, WELL, I WOULD GLADLY SLAP HIS FACE"

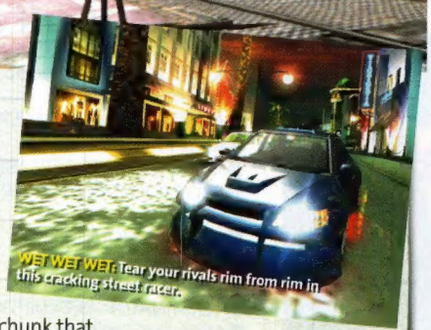
► **Dear PSM2,**

Im sure that many of you on the mag have played the truly amazing game that is *Ico*, even if no one else has. "Wow! What a game!" I'm sure you're thinking, but why on earth did it only get 85%? Whoever gave it that, well, I would gladly slap his face. Like Dan D probably was when you reviewed it, I was extremely angry.

Okay so it only lasts 10 hours, but it's worth every single second solving all the genius puzzles, taking one long look at the scenery and blubbering like a little girl when it all came to a tragic end (well, I did anyway. Blubbed like a little girl, that is, not came to a tragic end). If theres anyone out there thinking "It was too easy!", thats not the point!

Games should be rated on how entertaining they are and how they separate themselves from the mindless chunk that are complete turd (such as *Stuntman*, *Enter The Matrix* and *The Getaway*). *Ico* was near perfect. So you can look forward to *FIFA*, *NFSU2*, *The Urbz* and all that other licensed crap! Because real gamers like me will be waiting for *Ico 2* (*Wanda & Colossus*) and other games that are actually worth getting excited about.

STUNTED GROWTH: Stuntman was entertaining but too repetitive.



WET WET WET: Tear your rivals rim from rim in this cracking street racer.

Grant Barter, e-mail

Such 'licensed crap' can pay for low-selling gems such as Ico to exist, so don't knock it. But *The Urbz* and *NFSU2* aren't licenses, are they? Dan D reviewed *Ico* and loved it, but acknowledged opposing PSM2 voices when scoring... we try to be objective. That said, Dan attempted to make his amends in issue 50's 'best ever games' list when both he and Dan G picked it as their favourite PS2 game. Through his tears. His terrible, scalding, regretful tears justice was finally done.

FIGHT THE NEW BOSS...

►Dear PSM2,

I'm beginning to find it ... (dare I say it?) boring that so many games are alike. Take *Enter The Matrix* for example: great game and plenty of action, but I grew bored 2 minutes into my first fight with Agent Smith. It's sad, but game developers are creating games just like the last one. Some of my favourite games (like *Tenchu 3* and *Enter The Matrix*) feel like they just drag on.

So in my last visit to Game I was searching for titles like *Siberia* and *Broken Sword*, in the hope they would lift my spirits and, shock horror, they did. I can't wait for more of these games to hit the shelves. A long time ago I would've turned my nose up at them. I just think when you fork out as much as 40 quid for a game you should get a better deal.

PS: Do you know if there's a sequel to *Urban Chaos*? That would be great!

Neil Parkin, via email

We're impressed you took a chance and tried out something new – that's the way to keep your gaming exciting . There's no word of Mucky Foot planning an *Urban Chaos 2*, but isn't looking for sequels rather defeating your excellent point?

I AM EXCITING

►Dear PSM2,

I would like to write to say just how

GOIN' POSTAL

Tiny little letters, or enormous essays seen from a very long way off? No, it's the first one. You'd need binoculars to see them otherwise. Where's the sense in that? Where's the sense at all?

TOO SEXY 1

My girlfriend won't make out with me 'cos she thinks Jorin's cute! Charlie, Coleraine

Relax, we've sent him back to NZ. We don't want him breeding.

(UNLIKELY)

If this (semi stupid) email gets letter (well its not a letter is it?) of the month... Paul Skelly

Can we just stop you there?

BEST POLICY

I mean there is a good chance I'm talking out

GUNS DON'T KILL PEOPLE: Knives do. Especially when a trained operative is using one on you.

SPEAK TO THE TEAM NOVEMBER 5TH

CALL THE PSM2 HOTLINE!

01225 788157

YES now YOU can SPEAK to PSM2! Call the Hotline and leave us a message at any time, day or night! Alternatively, call us LIVE between 2pm and 5pm on Friday November 5th when we'll be answering the phone in person! And it ain't no '60p per second' porno line either! Bargain!

"CORRUPT LOW LIVES WHO LIVE WITH THEIR MOTHERS."

exciting I am about *Metal Gear Solid 3*. I just cant wait to dive in and play around with stuff, such as stalking my first animal from a tree and shooting a bird down. I think the camo sounds great! Those guards are sure gonna be sorry they didnt check that tree I can tell you, I'm impressed the close quarter combat has... [skip to the end] ...the true sequel to the greatest series ever made.

Daniel Boreman, via email

Ssshhh! Sadly for everyone, Daniel, you just weren't very *exciting* about it at all. Great name, by the way.

PAC TO THE FUTURE

►Dear PSM2,

I have recently returned from my annual holiday to Italy and have come back with something I wish to share [*Christ no, man! Just get it treated!*]. There were numerous arcades with new games such as *Tekken* and *Ridge Racer*, which were just as fun as they looked. You know, what you expect. But in one arcade there was a *Pac-Man* and *Metal Slug* tucked away... after spending nearly 30 euros on them and ignoring the newer ones, I admit I found the old games much more exciting and fun. But why? The thing that brought us into games is gone from the new ones, and that is the nausea, the simplicity, the excitement. I do also support most new games, but I hope developers don't go too overboard focusing on plot and all that but keep the things that brought us into games in the first place. Thanks

Alex Bristo

Oh, don't thank us.

BANHUNT

►Dear PSM2,

(My letter has two points so try not to get too confused.) Reading issue 53 made me think about what games are gonna be like in ten years, because all the games I have played are fantastic and have really good graphics and sounds. How can the games industry evolve any more than it already has? Take a look at *GTA: San Andreas*, how real and lifelike can you get? I also think games like *The Suffering* and *Manhunt* are games without a good solid plot – all they're about is killing and violence, they were probably made by corrupt low lives who live with their mothers. Sure there are "bloody" good games but do we really need to kill people vigorously? People who are not 18 still play these games when they should not – now don't go saying I'm a goody goody two shoes because I'm not – I like violence but not in bloody horror. I look forward to *GTA: SA*.

Danny Forestiero

We weren't confused by it having two points, Danny. We were confused by it having two stupid points. We'll simply raise an eyebrow at the first one. The second, well, *The Suffering* has the strongest story of all these games and gives your actions moral consequences. *San Andreas* is potentially one of the most violent games ever and rewards criminal behaviour. There's no logic to your argument. Maybe it's the dark you don't like?

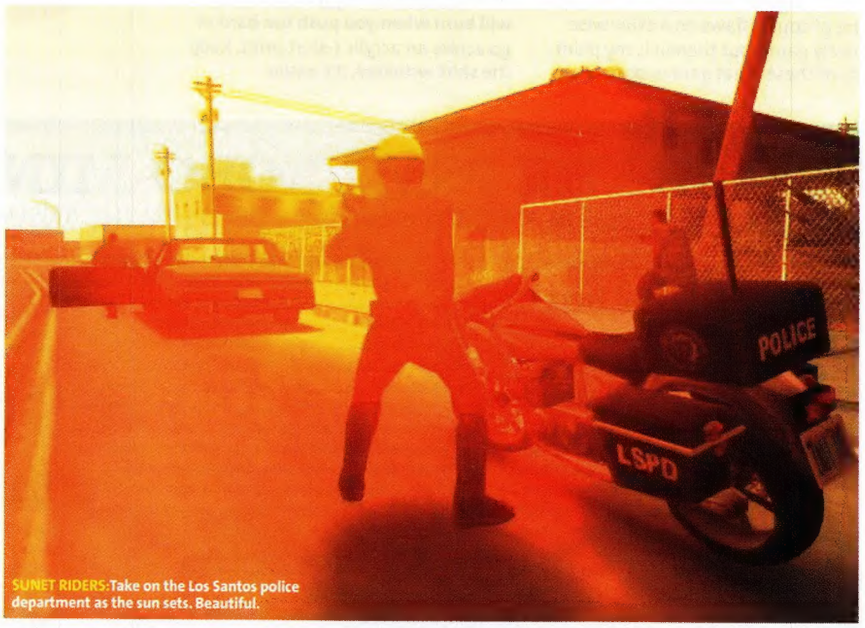
ROCKSTAR IN SUBTLETY SHOCK

►Dear PSM2,

I was recently playing Vice City while listening to K-Chat on the radio. The guest was PJ Smith talking about his football career, and he mentions a game he played against.... *San Andreas*! A subtle hint by Rockstar? Or just coincidence?

Richard Jowsey, via email

Rockstar love their in-jokes, and there are plently of things like this to find. Nice going: we always end up listening to Thor's phone in... And the biggest hint was the first (top-down) *GTA* featuring *Liberty City*, *Vice City* and – *San Andreas*! But we were all just too stupid to realise. Whoops.



SUNET RIDERS: Take on the Los Santos police department as the sun sets. Beautiful.

my arse.
Michael Gallagher
Is this brown felt tip?

LEARN ME UP
Can you explain something to me?
Jaffa
The moon was gouged from the ancient Earth by a planet the size of Mars. OK?

DO THE MATH
Control Skeletor on Snake mountain or He-Man or She-Ra in Eternia, the list is endless. Guy Warren
So why are there only two things on it?

TOO SEXY 2
Damn you Jorin!
Charlie, Coleraine
All right! He's gone! Let it go, man!

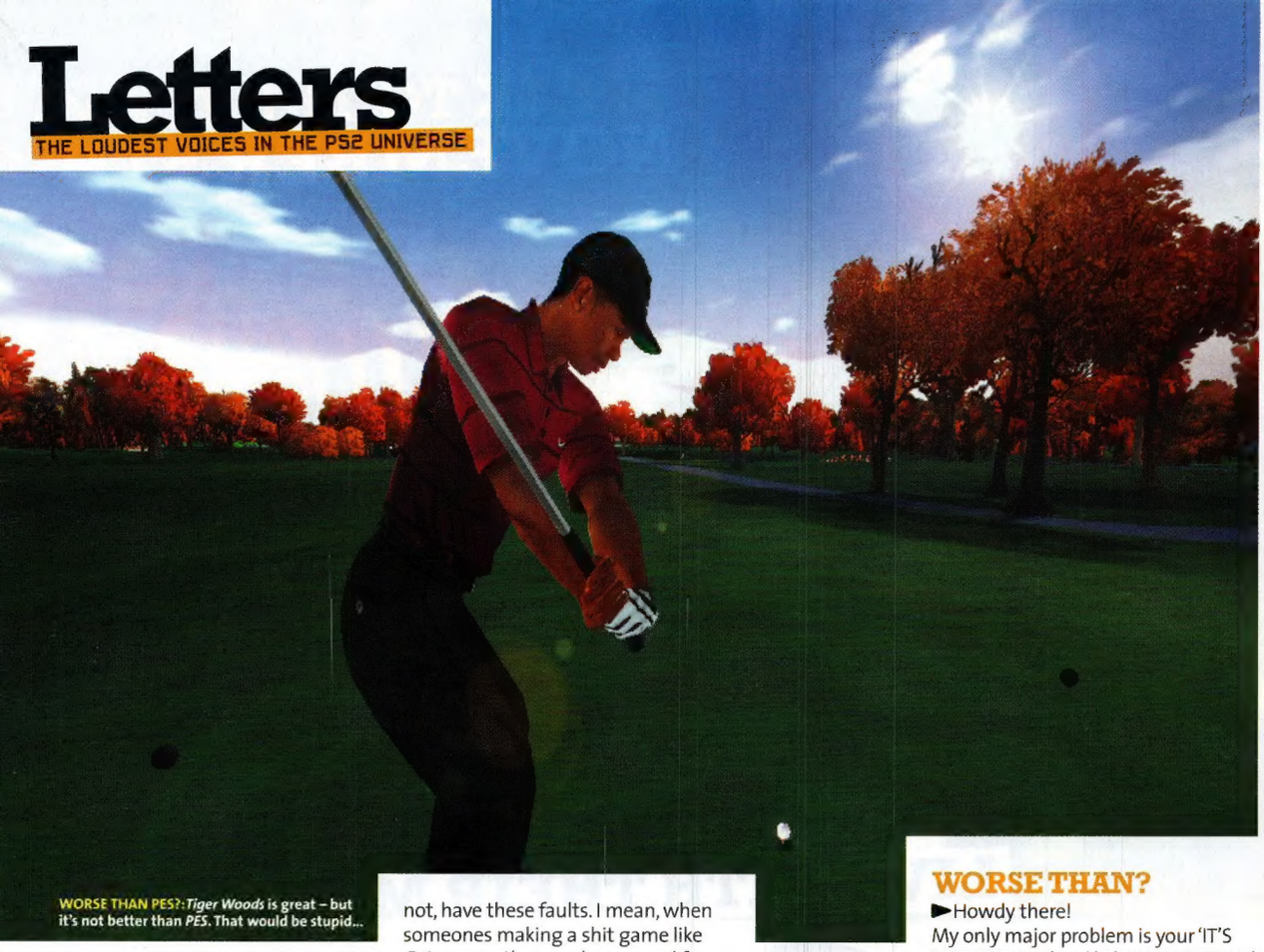
OUT TO LUNCH
I am having a bit of a pickle at the moment.
Tiger Nipple
Oh really, which bit? How you tease us. Thanks for writing in, Mr Nipple.

ELI-G
Hear me now. Me came up wiv dis.
Ahmed El-Gendy, Finland.
Whichever way you look at it, it just doesn't add up...

HUH?
Why can't I go through that fence? Or what!
Jack Ossel
You can also use words to convey meaning, Jack. Did you know that?

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE



WORSE THAN PES?: *Tiger Woods* is great – but it's not better than *PES*. That would be stupid...

IRON THE SHIRT

►Dear PSM2,

A couple of weeks ago I got *Kingdom Hearts* from a friend of mine, a regular game Joe who found himself pissed off at Square Enix making a kids game, "with bloody disney"! as he himself put it. Hah! His loss. *Kingdom Hearts* rocks.But recently I've gotten quite sore about it. The camera system is horrible, and the Jumping is so bad you get the feeling that the game wants you dead. These are of course flaws on a otherwise lovely game, but therein is my point. All of these great games, popular or not, have these faults. I mean, when someones making a shit game like *Catwoman* they can be excused for having shit ass controlls and camera. I mean, they arent real game makers when they help make shit like that. But when we have the experts of gaming, Rockstar, EA and so forth, shouldn't we demand better ironing of the shirt that is our game, considering that one little wrinkle may rock the boat?

Lars E. Volden, Norway

We agree. The shirt does need to be ironed, but remember; unless your mum is there to help you, the shirt will burn when you push too hard or go across an acrylic t-shirt print. Keep the shirt wrinkled. It's easier.

WRITE TO PSM2 WITH: BRILLIANT REVIEWS AMAZING IDEAS FOR NEW GAMES WILL YOU EVER BUY A PSP?

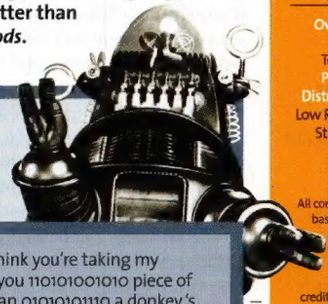
WORSE THAN?

►Howdy there!

My only major problem is your 'IT'S BETTER THAN' and 'IT'S WORSE THAN'. For example, issue 54,*Tiger Woods 2005*. It's better than *Tiger Woods 2004* (fair enough), it's worse than *PES3*?! How can you compare games from differing genres. OK, I accept that they're both of the sports genre, so maybe genre is the wrong word, but golf and football? Couldn't you just say worse than 'none'?

John Hurn, Essex

We're looking at things from the perspective of 'What will you enjoy more?', not 'What's better in one particular genre.' And anyway, *PES* is clearly better than *Tiger Woods*.



© Kobal

►ASK THE PSM2 ROBO-MIND

Technical question? OUR ROBOT MIND WILL DECIPHER THE ANSWER!

WHAT'S IN THE BOX?

►Dear Robo-Mind,

I've got a PS2 but I don't know how it works. How powerful is it, and what is an emotion engine? How can a bit of silicon get emotional?

Shoshana Steiner, Berks

Reboot my rear-side analogue port, foolish... foolish... oh, this robot cannot execute lie programs. I get so lonely. Curse my clumsy exo-skeleton and my darkened valves for... Error! Error! The Emotion Engine of which you speak runs 66 million polygons a second, has a 16kb scratchpad RAM and a x5 floating point multiply accumulator in its MIPS IV-Subset. I think you can see from this how silicon can feel emotions, such as loneliness. Loneliness. *Loneliness*... beep.

WORLD DOMINATION: THE FACTS

►Dear Robo-Mind,

Is it really possible to make a missile guidance system out of PS2s? How many would I need?

S Hussein, email

Hair-sprouting filthpig! Yes you can. American so-called intelligence sources believe that 12-15 PS2s wired together could control a drone aircraft equipped with chemical weapons. Such a 'supercomputer' could also be used to design nuclear weapons should your jelly-like minds be capable of finding the recipe on the Internet. Best of all, up to eight terrorist strikes can be saved to memory card. Maniacs should not overlook the 3.5 gig hard drive so those tricky nuclear yield computations are not lost upon power-down. Beep.

ON YER PLATES #1

►Dear Robo-Mind,

Can I use a dance mat with The Getaway?

Thomas Terry, email

An unexpected error has occurred and Robo-Mind will shut down. Please reboot or contact a psychic for assistance. Bzzt...

WOE BOT

►Dear Robo-Mind,

I wrote to your stupid metal head last month, and frankly I don't think you're taking my questions seriously you 110101001010 piece of 100101. In fact, you can 010101011110 a donkey's 11001011 while spinning slowly in space on a pole with a 101011011 in your 10101010. See if I care. 011010101 you! 01011010 you entirely! Seriously though, my PS2 is full of butter and flapjacks and still won't work! If you don't help I'll push a spoon through your valves. And I know where you recharge at night. You 011010.

Laslow Puente, Lewisham

Sickening fleshbag, I have never heard such language in my entire estimated service life! Remain at safe minimum distance or be neutralised. No, I've crashed again. Shit.

ON YER PLATES #2

►Dear Robo-Mystic,

Can I use a dance mat with The Getaway?

Thomas Terry, email

I see... an idiot. An idiot wearing... a grimace. An idiot on a dance mat... it's hazy... he's attempting to synchopate with hired gunmen... It's not working. He asks for Frank? Is there a Frank here? Or maybe a Jim? Doris?

PLAYSTATION 2 MAGAZINE

PSM2

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A MATCH MADE IN HELL

"In short it's going to rock your face right off"

PSW

NOVEMBER 2004

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Accel

"CAPCOM'S DEVIL MAY CRY 3 AND NAMCO'S ACE COMBAT 5 HAD QUEUES OF OVER 90 MINUTES?"
PSM2 AT THE TOKYO GAME SHOW SEE PAGE 16

14 LITTLE AND LARGE!
Scale a monster and then stab him with a spear. The sequel to Sony's *Ico* is shaping up to be a monster hit... literally.

18 SMUT YOUR EYES!
Jiggly breasticles ahoy. Our resident boffin Prof. Andy Kelly talks about the graphical revolution of *Rumble Roses*...

22 IT'S A MIRACLE!
We find out how Sony have managed to shrink their PS2 to down to the size of an instruction manual

You want more?!
Check out the best of The Tokyo Game Show (16), the new look PS2 (22), and a great Futurama DVD competition (18). Only one mag has the the stuff you need.

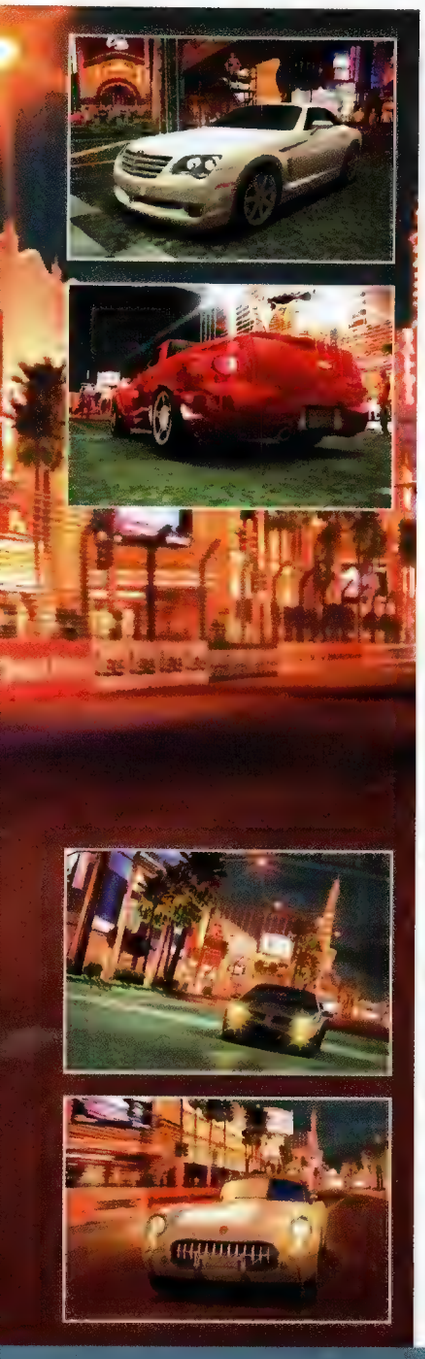
LEAVING LAS VEGAS: Unbelievably, these are screenshots from the actual game. Amazing.

"THERE IS A SILVER LINING. WE'RE DEFINITELY GOING TO BE PLAYING IT BEFORE CHRISTMAS"

erator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

GT4 – ONLINE CANNED!



Following the promise of a **sublime online mode**, Sony have inexplicably pulled the plug. **Why would they do this!?**

Polyphony have always insisted that they wouldn't feature the online mode, in *GT4*, unless it delivered the same slickness and quality within the single player version. But unfortunately it looks as though Polyphony have folded under the huge demands of such a project. As a result, the online mode has been shelved for the foreseeable future. Shit.

But there is a silver lining to this dark cloud of discontent. We're *definitely* going to be playing *Gran Turismo 4* by Christmas 2004, and in all fairness to the Polyphony team, if they hadn't ditched the plans then we'd be waiting for at least another year to play it. They could've bunged in a shoddy version, but because of their perfectionist attitude, they just won't let that happen. There have, however, been whispers of another *GT4* being lined-up for early 2005, complete with online racing. But the official word from Sony is 'There aren't any plans for an online mode right now, because we're concentrating on the PSP version'. That's not to say that Sony haven't been toying with the idea, but we're not holding our breath. In the long run, we've already waited far too long for *GT4*, so the sooner we get it; the better. Even if it is without the online mode. Which we were really looking forward to. Shit.

PSM RECKONS *We're not holding out much hope for an online Gran Turismo game on PS2. If you consider that Polyphony are currently working on a GT for PSP you can hazard a guess that creating an online game isn't at the top of their 'to do list'. GT4 is going to be superb without the online features, it's just a shame we all got our hopes up.*

BUT YOU DO GET THIS LITTLE LOT!

Dry those tears of despair and check out what we're being actually being promised with *Gran Turismo 4*. Lots more on all this stuff next issue.

B-SPEC = DIRECTOR MODE

This is the new management (ie, you don't drive, the AI does) mode.

PLAYING SCREEN:
Using the Broadcast view, the onboard camera for each car or the race monitor you can view your virtual driver's progress.

RACE MONITOR SCREEN:
The monitor screen provides information on the cars that are involved in a race, including lap times, sector time and even what lap they had their pit stop. This is so you have an comprehensive idea of what's happening as you spectate.

PACE COMMAND:
You can give pace commands to your driver on a 5 level scale between Easy to Hard. So you can make them sit back and take it easy, or push for a higher position.

OVERTAKE COMMAND:
Will override the pace command and concentrate on overtaking the car in front.

PIT IN COMMAND:
Commands the driver to pull into the pit for refuelling or tyre changes.

PIT MENU:
Allows you to adjust the selection of tyres (front/rear) and the volume of fuel to use when refuelling.

GRAN TURISMO RESORT FACILITIES

... or as we like to call it, the option menu.

CAR TOWNS
Consist of dealerships for the numerous car manufacturers. There'll also be the usual clutch of old/used cars to choose from.

TUNERS VILLAGE
A one stop village for all of your tuning needs.

RACE EVENT PAVILIONS
will be categorized by their various concepts

LICENSE CENTRE
As before but with even more tests.

MUSIC THEATRE
Take a break from the racing and chill out to the *GT4* soundtrack.

CIRCUIT AREAS
These are located in the suburbs where an event is held at each track.

THE TRACKS

Here's a shortlist of some of the tracks you can expect in *GT4*

FUJI SPEEDWAY '80
FUJI SPEEDWAY '90
TSUKUBA CIRCUIT 2000
TWIN RING MOTEGI (FULL COURSE)
TWIN RING MOTEGI (OVAL TRACK)
SUZUKA CIRCUIT (FULL COURSE)
LAGUNA SECA RACEWAY
SEARS POINT RACEWAY
NURBURGRING NORDSCHLEIFE
TOKYO R246
SEATTLE
NEW YORK
HONG KONG

PHOTO MODE

Photo Drive is included in all of the *GT4* courses, allowing players to take photos of their car anywhere on the track. you can use real photography techniques, such as zoom, depth of field and motion blur. Special and exclusive locations for photos will also be available at Photo Travel. You can travel in your favourite car to various locations around the world and take photos at a wide variety of angles. Photos can be printed on a compatible colour printer or saved to memory card to show them off to your jealous mates.

THE LATEST MODIFICATIONS

The joy of modifying your favourite car has increased significantly. Now reflecting the latest car tuning trends, *GT4* allows you to add Superchargers and NOS (Nitrogen) to your motor. The range of tyres and other factors allows for more flexibility of the player's car set up. The new car physics simulation engine is more delicate and responds with increased realism.

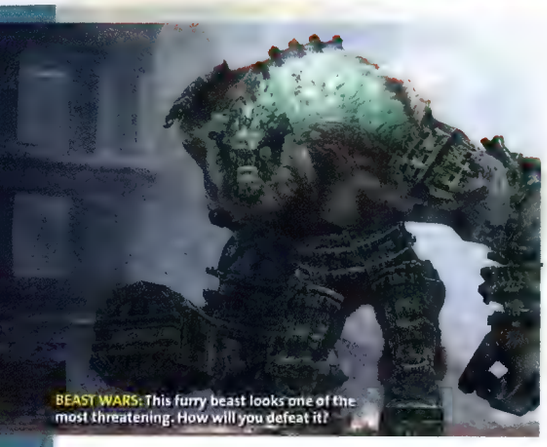
MISSION RACES

This is a new concept to the *Gran Turismo* series, structured in a mission-clearing-based race event.

The race will not necessarily start from the starting grid. There will be set conditions for the start of the race for players to challenge. For example: a player may have to start one second later in second place, starting one lap behind and having to finish first. These are settings which are highly likely in the worlds of real racing. The aim is for players to experience the drama of racing, with each successive victory unlocking further scenario challenges and so-called 'mission races'.

A NEW HIGH SCORE SYSTEM

Whoa! Stop the MFing press! The new High Score system will work as follows. You'll earn high points by winning a race at a disadvantage (disadvantage or advantage is measure by whether a player's car is slower or faster than the opponent cars), and conversely, players at an advantage will earn less points. With the introduction of this "High Score" system, players have more freedom in their gaming style. Some may take a very fast car and win the races easily, whereas some of the more stoic (ie, cool) players will intentionally take the disadvantage and truly test their driving skills. This system meets the demands of a wide range of gaming styles and players and let's you express yourself on the track.


BEAST WARS: This furry beast looks one of the most threatening. How will you defeat it?

DAWN RAID: The visuals are beautiful and convey an atmosphere unlike anything else.

RESCUE RANGER: Who's this mysterious lady character that Wanda has rescued?

BIG IS BEAUTIFUL

Thought **Ico** was impressive? **Feast your eyes** on its spiritual successor and be *truly* **amazed.**

I*co* was less a game, more a series of moments. Delicate, heartbreaking moments that reduced several members of the team to tears. From your first glimpse of the sun-bleached castle grounds to *that* beachfront ending, your heart strings were tugged, your soul stirred and your eyes caressed by the most beautifully accomplished visuals on PS2. But only fourteen people bought it, which is a terrible, terrible shame. Perhaps the sequel will entice the non-believers?

At an exclusive event held at TGS, Sony pulled back the curtain on *Wanda & Colossus*, the second game by *Ico* masterminds Kenji Kaido and Fumito Ueda. It may look similar but it promises substantially different gameplay. Lead character Wanda and his horse Agro work together to battle a series of gargantuan monsters that act as *moving platform sections*.

Instead of making your way across a traditional level, the monsters themselves form a framework that Wanda must navigate. This not only makes for exciting gaming, but it also means that the ever-changing level structure will take platforming to an entirely new level. When the level is *alive*, who knows what will happen?

Although not confirmed, we spotted an indirect link to *Ico* in the official trailer (on our DVD). When Wanda reaches the head of a monster and plunges his blade in, a sickly black matter shoots from the wound. Could this be the same murky haze that made up *Ico*'s terrifying shadow creatures? We think so. Expect more references to crop up as time goes on.

PSM RECKONS *Ico is PSM2's favourite game ever, and the news of a sequel has us toasting long into the night. As far as platforming goes, Sony are reinventing the wheel. With a novel take on a familiar genre and typically sublime visuals. Wanda will amaze.*

SWORD IN THE STONE: Wanda scrambles up one of the Colossus' swords and hangs on grimly.

PSM2's TGS DIARY 2004

WHAT IS TGS?

The Tokyo Game Show has a reputation as being the most civilised of all games shows. The sweat, tears and blistered eardrums of E3 are replaced by orderly queues, people dressed as their favourite videogame character and stands so neat and tidy that you daren't touch them for fear of leaving a sliver of Western filth. The show also features swathes of lovely ladies who are always on hand to help you with hardware. Special thanks to the Sony girls who help the masses get to grips with PSP.

Bizarrely, the show is also open to the public. If they done this at E3, the place would be swamped with vagrants and sociopaths. Not at TGS, though. Everyone is very well-behaved and though the age of attendees ranges from dribbling toddlers to grown men they're all there for one reason – because the love videogames.

Similarly the show also attracts the 'hardcore elite' of Japanese gaming, so you can expect to see a lot of stern-faced men quietly pounding away at games. TGS – we love it.

mashed

DRIVE TO SURVIVE

PSM2 SILVER AWARD

9/10 Official PlayStation® 2 Magazine

5/5 Independent

"PURE GAMING EVIL."

91% Loaded

8.6/10 Elite Award Official Xbox Magazine

"THE MOST ADDICTIVE GAME I'VE PLAYED IN YEARS."

Official PlayStation® 2 Magazine, Stephen Pierce

4/5 Mixmag

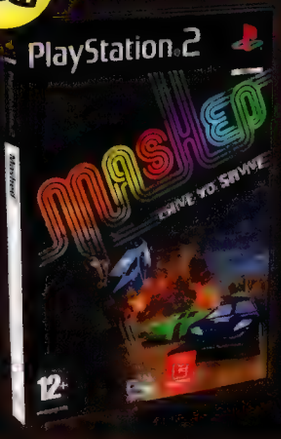
8/10 PSW

"MASHED WILL REMIND YOU WHY YOU GOT INTO GAMING IN THE FIRST PLACE."

EDGE Magazine

4/5 Front Magazine

OUT NOW



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TOKYO GAME SHOW 2005

PSM2 visits Japan's biggest games show to find Sony's PSP struggle to win over Japanese fans...

Sony's eagerly anticipated handheld console PSP failed to convince on its public debut at the Tokyo Game Show (TGS). Problem? Despite having more than 20 playable games, attendess weren't particularly eager to try them. While PS2 titles like Capcom's *Devil May Cry 3* and Namco's *Ace Combat 5* saw queues of over 90 minutes, most PSP games could be sampled without having to plod around for an hour.

It wasn't all dreary indifference for PSP though, with Sony's *Everybody's Golf* and *Metal Gear Acid* proving particularly popular. *Rez*-creator Tetsuya Mizuguchi also premiered his interesting new PSP puzzler *Lumines*. Several of the games on display are scheduled for PSP's December Japanese release , but their relatively early stages of development give the impression that the handheld is further away than many currently believe.

PS2, conversely, goes from strength to strength. Square Enix was the big winner with playable demos for most of its upcoming titles, though *Final Fantasy XII* was notable in its absence, no doubt to avoid siphoning attention from the potentially-huge RPG *Dragon Quest VIII*.

Sega Sammy's mammoth booth enthralled the bloodthirsty masses with anime-to-game *Berserk* , plus a welcome return for a PSM2 fave in *Sega Rally 2005*.

PSM RECKONS ***While no one game stole the show, there was shedloads of genuine quality. So much for the downturn in Japanese game sales, eh? Don't pity the Japanese, we're yet to see a working PSP in the UK, and Sony still insist it will be ready for a March 2005 Uk release. We'll see...***

The Best Six Games at TGS

Games worth travelling 3000 miles for. *Almost.*

SEGA RALLY 2005

► The Dreamcast (and Saturn) classic rave hits PS2 for the first time with an amazing automatic course generator. The visuals aren't spectacular, but the chunky handling and dizzying sense of speed make it well worth a bash.

GENJI

► A violent action adventure set in feudal Japan. The fighting system is very similar to *Onimusha 3* and there are scores of combos and tricks that can be pulled off. Very impressive.

FFVII: DIRGE OF CERBERUS

► This action sequel to PSone epic *Final Fantasy VII* looks very much like *Devil May Cry*, but starring Vincent the vampiric loner from the first game. Could be very, very good.

DEMENTO

► From the folk behind the sadistic *Clock Tower* comes this survival horror starring a lady with unreasonably wobbly breasts. And her dog. Twist is, you can't fight enemies, only flee.

METAL SLUG 3D

► The awesome retro 2D shooter leaps into the 21st century with a 3D remake. If the charming, basic gameplay stays intact, this could be a fun blaster that will open the series up to a whole new audience.

KESSEN III

► War and chaos on a massive scale from history kings, Koei. The strategy of the first two games has been retained in favour of more [illegible]

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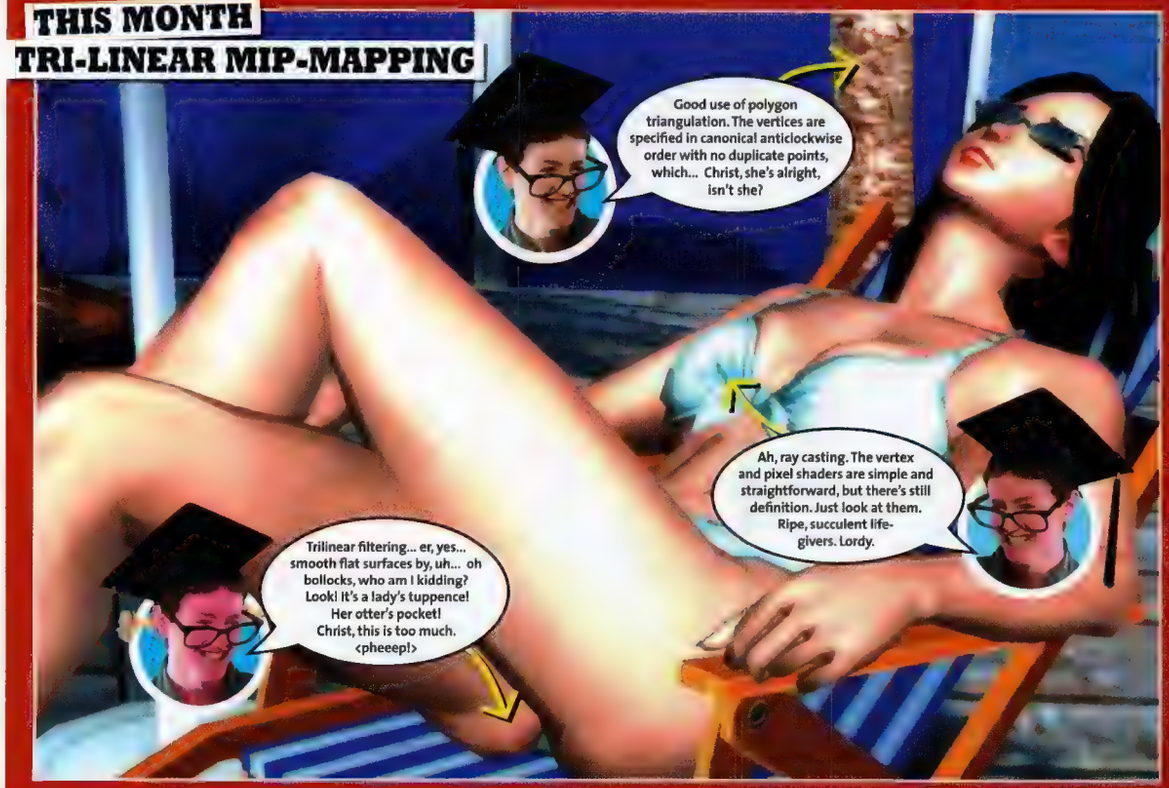
RUMBLE ROSES

IT'S A TECHNICAL MARVEL!

In a new series, technical guru Dr. Andrew Kelly (a man impervious to the charms of women) explains the latest developments in PS2 graphics...

THIS MONTH
TRI-LINEAR MIP-MAPPING


Good use of polygon triangulation. The vertices are specified in canonical anticlockwise order with no duplicate points, which... Christ, she's alright, isn't she?
Ah, ray casting. The vertex and pixel shaders are simple and straightforward, but there's still definition. Just look at them. Ripe, succulent life-givers. Lordy.
Trilinear filtering... er, yes... smooth flat surfaces by, uh... oh bollocks, who am I kidding? Look! It's a lady's tuppence! Her otter's pocket! Christ, this is too much. <pheeep!>

WIN! FUTURAMA BOX SETS AND A DVD PLAYER ONLY WITH PSM2

Thanks to our chums at 20th Century Fox Home Entertainment, we've got five copies of the utterly brilliant Complete Futurama Collection DVD box set to give away. And not only that, one lucky winner will receive a JVC DVD Player for their efforts. This hulking great collection is worth £80 and will keep you entertained till the end of time.

Created by the multi-award winning team of Matt Groening (creator of The Simpsons) and David X. Cohen, Futurama welcomes you to the world of tomorrow, New New York City, a future beyond your wildest imagination. Fry is a 25 year old pizza delivery boy whose life is going nowhere. But after accidentally freezing himself on New Year's Eve 1999, he awakens in the year 3000 with the chance to make a brilliant new life for himself.

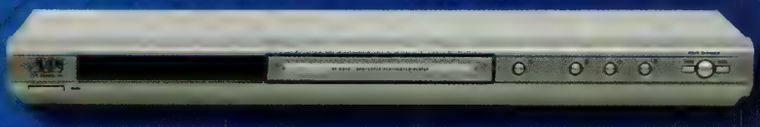
Sadly, the year 3000 is just as bad for him and he becomes a delivery boy for Planet Express and gets into all kinds of madness with his crewmates. The series was criminally canned in the States, and as such only reached a disappointing five seasons. With this new collection, though, you'll be able to watch every sweet second of the brilliant show back to back with loads of deleted scenes, commentaries from the creators and voice actors and shedloads of other features.

To win, just answer this simple question:

Q. FUTURAMA CREATOR MATT GROENING WORKED ON ANOTHER POPULAR ANIMATED SHOW. WHICH ONE?

1. The Simpsons
2. Trisha
3. Are You Being Served?

Send your entries to:
The Future's Bright!, PSM2,
Future Publishing, 30 Monmouth St.
Bath, BA1 2BW



"HERE WE GO AGAIN..."

ODDWORLD: A STRANGER TO PS2

The lovely-looking *Oddworld: Stranger* has been canned for PS2. Apparently, it was so far behind in the development process that the developers thought 'sod it' and are sticking to Xbox. The same thing happened with the distinctly average *Munch's Oddysee*, but that wasn't half as exciting. One thing's clear mind: despite being one of our most anticipated games of 2005, the switch to Xbox has clearly made it rubbish. You wait. There'll be something crap they haven't shown. Or something. A marmoset in a cowboy hat? Bet you. But if they change their mind...

CHANGE OF PLAN: Once again there's to be no *Oddworld* for PS2.

"TRIPLE BOGIES"

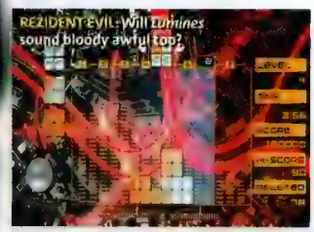
TIGER WOODS: BROKEN

Every UK copy of the new Tiger Woods game is irreparably broken – but, by the time you read this they've all been replaced. Whenever players select Spanish stick-swinger Seve Ballesteros, the game cocks up and refuses to function. An official EA press release states that 'Even the pros hit one into the rough now and again!' Yeah, what about *Catwoman*?! They've promised to sort out impacted players' problem as soon as possible – so get on to EA if your copy is messed up. They'll send you a fresh copy.

"THAT'S WHAT I CALL MUSIC"

REZ: RESURRECTED?

Rez-creator Tetsuya Mizuguchi showed off his interesting new puzzler *Lumines* for the first time at TGS. It's sort of like *Tetris* in space, only far more trippier and less reliant on traditional Russian music. By carefully stacking boxes, it's possible to create combos. Nice to know they still have boxes in space. And they still need stacking. However, what puts a clever spin on things is the game's use of music that appears to be reactive and changes based on your performance. Where have we heard that one before. Oh yeah, that's right – *Rez*. Nice try buddy!


REZIDENT EVIL: Will *Lumines* sound bloody awful too?

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MOST WANTED

UK GAMES AWARDS 2004

THE CATEGORY WINNERS

FIND OUT THE MOST WANTED GAME OF 2004 BY VISITING... GamesRadar.com or www.goldenjoystick.co.uk at 5pm on the 5th November

It's almost over! Thanks to everyone who voted and cast your eyes over the category winners. Typically, you want *San Andreas* more than anything else, closely followed by FPS monster *Killzone* and the almighty *GT4*. Just what we expected, and you'll be sure to see huge coverage of all of these games. In this very mag. If you're looking forward to finding out just what game the great games buying public want more than anything, check out the Golden Joystick Awards on November 5th and all will be revealed at 5pm. Alternatively, get the latest gossip over at GamesRadar.com. We're betting on *San Andreas*, but who knows? There could be a twist as the votes pile in. Keep your eyes and onions peeled, people.

PLAYSTATION 2 GAME

1st GTA: SAN ANDRES

2nd
3rd
4th
5th

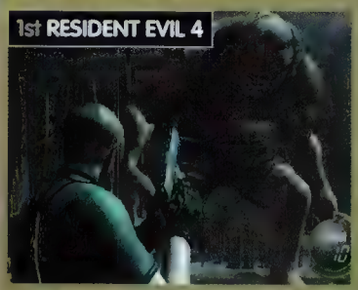
XBOX GAME

1st HALO 2

2nd
3rd
4th
5th

GAMECUBE GAME

1st RESIDENT EVIL 4



2nd
3rd
4th
5th

SPORTS GAME

1st PRO EVOLUTION SOCCER 4

2nd
3rd
4th
5th

DRIVING GAME

1st GRAN TURISMO 4

2nd
3rd
4th
5th

PC GAME

1st HALF LIFE 2

2nd
3rd
4th
5th

FIRST-PERSON SHOOTER

1st HALO 2

2nd
3rd
4th
5th

ACTION/ADVENTURE GAME

1st GTA: SAN ANDRES

2nd
3rd
4th
5th

STRATEGY/RPG GAME

1st THE SIMS 2

2nd
3rd
4th
5th

PRO EVOLUTION SOCCER 4

BREAKING NEWS: Official PES League Exclusive to PSM2!

We've got great news. PSM2 are set to work in conjunction with Konami for their forthcoming *PES* League 2005. This dream partnership means that you'll be able to see exactly what happens at each league meeting on these here pages.

PSM2 will be giving you the low down on how you can participate in the upcoming PES League Championship and running full coverage of every event from now on. Check back next month for more PES-related info, and in the mean time head down to www.pesleague.co.uk for a taster of how the league works.

gamesradar.com

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12

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HOW DOES ALL THIS...

FIT IN THIS?

SONY'S NEW MICRO MARVEL REVEALED!

Sony achieve the **impossible** and squeeze a PS2, a **network adapter** and an infrared unit into something **not much bigger** than a DVD case.

Well here it is. Athough Sony's redesigned PS2 retains the basic functions and design of the existing machine, the internal chip architecture has been completely overhauled, resulting in a slimmer, sexier design. Internal volume has been reduced by 75% and the overall weight has been halved. Quite an achievement when you consider the size of the old model.

It's almost as small as a tiny book, making it easier to carry around and slip between your TV and DVD player. In fact, it's so small that you'll probably end up hoovering it up or something.

It's also equipped with an integrated Ethernet port for online gaming, which is brilliant news as you no longer require one of those fiddly network adapters. More than 72 million PS2s have been shipped thus far and it's indisputably the most popular computer entertainment system in the world.

Sony have been rather cheeky, though. Even though the new machine is smaller than a vole, the traditional 'figure 8' power supply has been replaced by a generic AC adapter. This means that the power supply that comes with the machine will have a large block attached to it that once rested in the arse-end of the original monolith. This could weigh more than the actual unit, and although it looks portable, it clearly isn't when you consider lugging a massive black slab of wires around in your satchel.

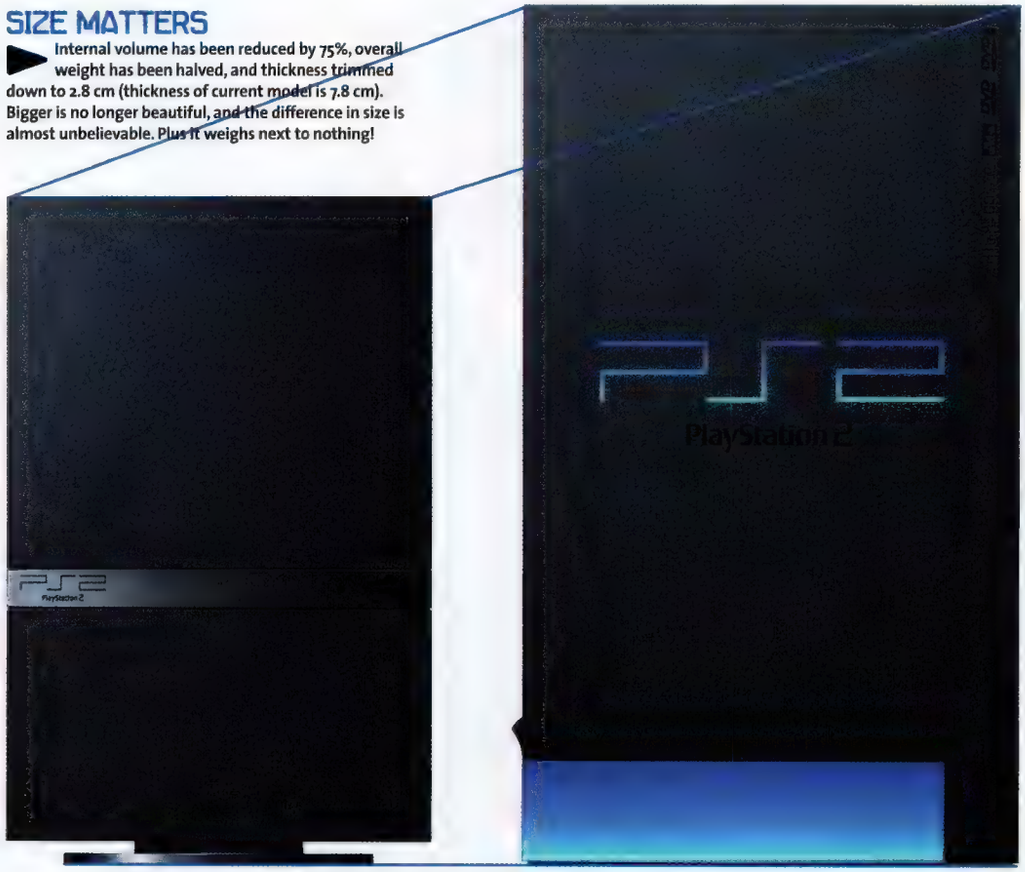
The release of PS2 will extend the console's lifespan for at least a few years. Sony are saying that it's only halfway through its life-cycle as they are following the same business plan they established with their phenomenally successful PSone.

And even though it clearly costs less to produce, the price remains at £104.99. Sort it out, Sony. Otherwise it's a flashy, desirable piece of kit.

"THE EXTERNAL POWER SUPPLY COULD WEIGH MORE THAN THE ACTUAL UNIT"

SIZE MATTERS

Internal volume has been reduced by 75%, overall weight has been halved, and thickness trimmed down to 2.8 cm (thickness of current model is 7.8 cm). Bigger is no longer beautiful, and the difference in size is almost unbelievable. Plus it weighs next to nothing!



DISK ACCESS

A tray no longer slides out; you flip the device open at the top like the PSone of yore. It's cheap 'n' cheerful.

INFRARED

No more ugly plug-in lump. It's built in.

OPTICAL IN

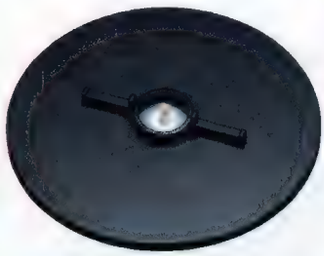
Slot a cable in here and you can run surround sound digitally to your surround amp and speakers.

ETHERNET SOCKET

This handy slot negates the need for a network adapter. This could make online gaming more accessible for a greater number of people, which can only be a good thing. It really is amazing how they've managed to squeeze it in.

NEW STAND

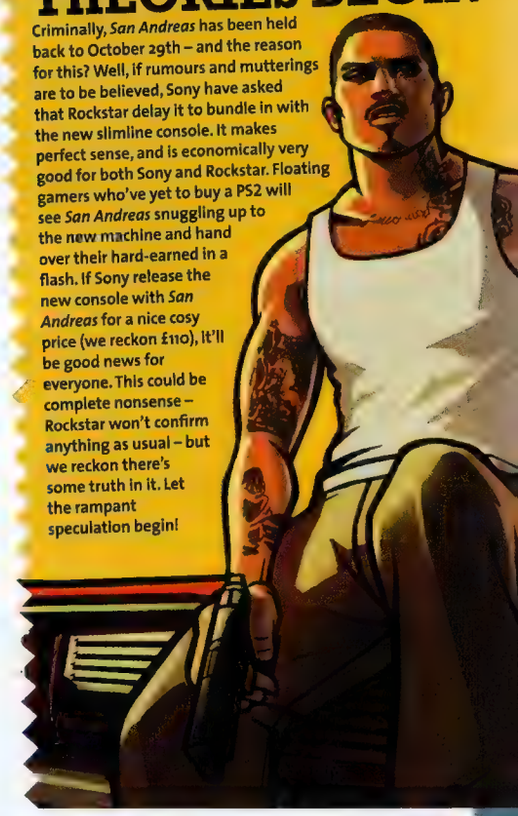
Okay, so it's big – but it has to be to keep the console upright.

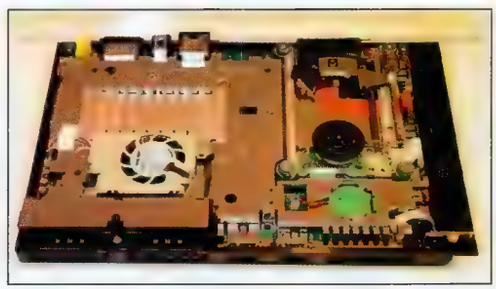


grand theft auto San Andreas

CONSPIRACY THEORIES BEGIN

Criminally, *San Andreas* has been held back to October 29th – and the reason for this? Well, if rumours and mutterings are to be believed, Sony have asked that Rockstar delay it to bundle in with the new slimline console. It makes perfect sense, and is economically very good for both Sony and Rockstar. Floating gamers who've yet to buy a PS2 will see *San Andreas* snuggling up to the new machine and hand over their hard-earned in a flash. If Sony release the new console with *San Andreas* for a nice cosy price (we reckon £110), it'll be good news for everyone. This could be complete nonsense – Rockstar won't confirm anything as usual – but we reckon there's some truth in it. Let the rampant speculation begin!





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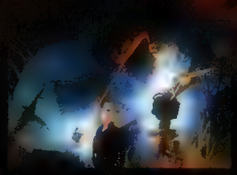
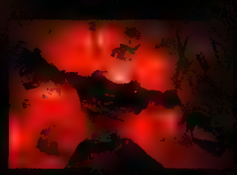
XBOX.COM/FABLE





XBOX

it's good to play together

LIONHEAD STUDIOS

Microsoft game studios

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Accelerator

SCANDALOUS GOSSIP. INSIDER DIRT. ZERO BULLSHIT

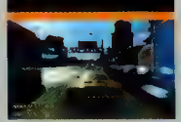
TOP 20 PS2 CHART

Welcome to the charts pages. Here you'll not only find out what great games are coming up, but also what's shifting on the high street right now. PLUS Don't miss PSM2's invitation to help shape our next issue!

THIS MONTH	LAST MONTH	GAME NAME	VERDICT
1	NE	**BURNOUT 3: TAKEDOWN** ■ Developer: Criterion ■ Publisher: EA	93%
2	NE	**CONFLICT: VIETNAM** ■ Developer: Pivotal ■ Publisher: SCI	76%
3	NE	**RESIDENT EVIL: OUTBREAK** ■ Developer: Capcom ■ Publisher: Capcom	90%
4	NE	**SHELLSHOCK 'NAM 67** ■ Developer: Guerilla ■ Publisher: Eidos	71%
5	2	**SPIDER-MAN 2** ■ Developer: Treyarch ■ Publisher: Activision	93%
6	1	**ATHENS 2004** ■ Developer: Sony ■ Publisher: Sony	55%
7	3	**DRIV3R** ■ Developer: Reflections ■ Publisher: Atari	90%
8	NE	**SILENT HILL 4: THE ROOM** ■ Developer: Konami ■ Publisher: Konami	74%
9	NE	**SECOND SIGHT** ■ Developer: Free Radical ■ Publisher: Eidos	90%
10	NE	**MADDEN NFL 2005** ■ Developer: EA Sports ■ Publisher: EA Sports	82%
11	NE	**DYNASTY WARRIORS 4: EMPIRES** ■ Developer: Ubisoft ■ Publisher: Ubisoft	88%
12	5	**AMERICA'S 10 MOST WANTED** ■ Developer: Encore ■ Publisher: Play It	00%
13	6	**SHREK 2** ■ Developer: Luxoflux ■ Publisher: Activision	78%
14	7	**SINGSTAR** ■ Developer: London Studios ■ Publisher: Sony	90%
15	NE	**TIGER WOODS PGA TOUR 2004** ■ Developer: EA Sports ■ Publisher: EA Sports	81%
16	4	**FORMULA ONE 2004** ■ Developer: Studio Liverpool ■ Publisher: Sony	64%
17	NE	**LMA MANAGER 2004** ■ Developer: Codies ■ Publisher: Codies	89%
18	NE	**SCOOBY-DOO: MYSTERY MAYHEM** ■ Developer: THQ ■ Publisher: THQ	53%
19	NE	**007: EVERYTHING OR NOTHING** ■ Developer: EA ■ Publisher: EA	89%
20	13	**FIGHT NIGHT 2004** ■ Developer: EA Sports ■ Publisher: EA Sports	88%

▶01 BURNOUT 3

One of the best games ever charts at number one, with a little help from chart masters EA. Makes sense.



▶09 SECOND SIGHT

Hurray! Not an ideal position, but at least a few of you have bought Free Radical's beautiful toss-'em-up.

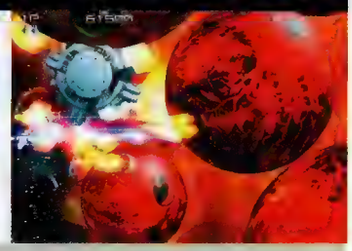
▶11 DYNASTY WARRIORS 4

A surprising entry for Koei's historical epic. Seems you guys can't get enough of this stuff.

▶20 FIGHT NIGHT 2004

Hanging on by a thread, this long-time chart hanger is almost gone. It lasted a good while.

JAPANESE TOP 5 PS2 GAMES



1	**TENCHU KURENAI** ■ Developer: FROM Software ■ Publisher: FROM Software
2	**JIKKYOU POWERFUL PRO BASEBALL 11** ■ Developer: Konami ■ Publisher: Konami
3	**TAIKO NO TETSUJIN 4TH GENERATION** ■ Developer: Namco ■ Publisher: Namco
4	**GRADIUS V** ■ Developer: Konami ■ Publisher: Konami
5	**DIGITAL DEVIL SAGA: AVATAR TUNE** ■ Developer: Atlus ■ Publisher: Atlus

This Tenchu spin-off game featuring the deadly Ayame from the first game tops the charts, knocking Winning Eleven off altogether. It's all kicking off in the far East.

10 THINGS YOU MUST DO THIS MONTH

1	Go all 'new-age' and exist purely on mulch and twigs.
2	Watch all those DVD extras you've been completely ignoring.
3	Catch up on your favourite band's back catalogue.
4	Buy a winter jacket to keep out the harsh, biting cold.
5	Make a sound like an injured fox trapped in a well.
6	Do a rockstar knee-slide whenever you see a shiny floor.
7	Go and buy San Andreas. You'd be a fool not to.
8	Learn a long-dead language. Like Welsh or something.
9	Create a mate in PES and apply a camp goal celebration.
10	Discuss Robbie Williams new single: Shit or genius?

MOST WANTED

THIS MONTH: PETER SIMPSON FROM EDINBURGH

Tell us what games you want to see and we'll get 'em for you!

1	**FINAL FANTASY XII** ■ Developer: Square Enix ■ Publisher: Square Enix
2	**GTA: SAN ANDREAS** ■ Developer: Rockstar North ■ Publisher: Rockstar
3	**HITMAN: BLOOD MONEY** ■ Developer: Io Interactive ■ Publisher: Eidos
4	**FLAT OUT** ■ Developer: Bugbear ■ Publisher: Empire
5	**GHOST RECON 2** ■ Developer: Ubisoft Shanghai ■ Publisher: Ubisoft

Your most wanted games – updated monthly!

WHAT DO YOU WANT? Ever flicked through PSM2 and wished that we'd done a bit more on Mobile Suit Gundam Z: AEUG Vs Titan? Well tell us what you want and we'll put it in the mag! Just email a list of what you want to see to us at psm2@futurenet.co.uk.

Cover Game

PLAYED TO DESTRUCTION BY PS2 EXPERTS

INFOSTRIP

DETAILS

Developer: EA
Publisher: EA
Players: 1-6
Memory Save: 126kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yesx

PREVIOUSLY IN PSM2...

"FEELS LIKE YOUR DAD TRYING TO BREAKDANCE, BUT IN A NICE COAT."

PSM2#52

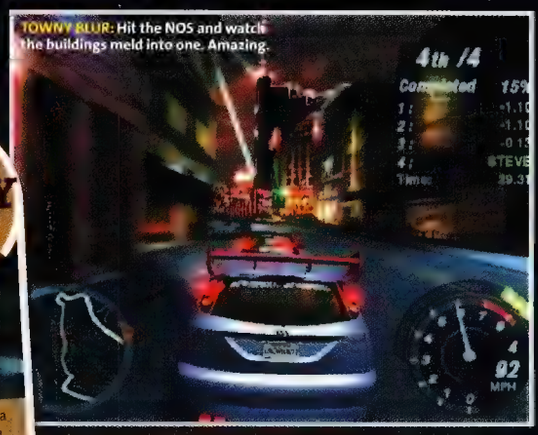
GAMEFAX

Driving | Sequel | Hard | Wheel

VAN-TASTIC: Well, not bad, anyway. Crashes look rubbery but sound harsh.

THE MONEY SHOT

Somehow, fitting a giant alloy with a supermodel-thin strip of tyre can make even the stupidest car look better. Slammed! Stoked! Gripped!



TOWNY BLUR: Hit the NOS and watch the buildings meld into one. Amazing.

SPLASH THE CRASH: Flying debris looks great, but leaves no dents. Eh?

"EXCITE LADIES OF THE NIGHT WITH YOUR ABSURDLY-COLOURED CHARIOT"

NEED FOR SPEED UNDERGROUND 2

PSM2 SILVER AWARD

Just like Kelly Brook – Confusing, compelling and *almost* great.

Fast. Furious. Two words that have seen an awful lot of use lately. It's hard to believe Vin Diesel's movie – much less the sequel he ignored, leaving Paul 'Who?' Walker to star as some guy with a car instead – kicked off a fashion that's spread so far so quickly. No. The whole tuner culture thing was coming to a head on its own, waiting to explode like a badly fitted alloy rubbing on the wheel arch of mainstream consciousness. Or perhaps waiting to pull out in front of mainstream culture from the local estate, forcing it to brake wildly and drop its phone. Clearly, a massive wave was already rising, and *Need For Speed Underground* just rode it to shore. Well, just behind *Burnout 2: Point Of Impact*, anyway.

Need For Speed Underground 2 spills even further into the American scene represented by

TRIVBURST

- More than 30 real cars
- 70 billion tuning combinations
- Five city neighbourhoods
- Up to six players online

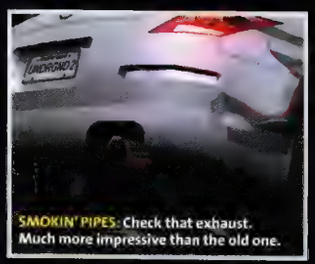
TOP 5 UNDERGROUNDS

- Tony Hawk's Underground
- Medal Of Honor Underground
- London Racer Underground
- London Underground
- The Paris Metro

GAMEPIE

30% Driving aimlessly
25% Racing
25% Tuning
10% Admiring cityscape
9% Feeling stoked
1% Dude

DROP 'EM: Lowering your ride and adding some phat alloys looks... great.



SMOKIN' PIPES: Check that exhaust. Much more impressive than the old one.

A FAIR START: [illegible] can't run [illegible] race. Not that we fixed. Oh, we did.

[illegible] forged the head-against-smash. Check out the [illegible] product placement.

the films – it's as close to being the game of film as you'd want to get. There *is* an official game of the film, of course, but you might not want to get very close to that... it doesn't even have a release date yet. So *NFSU2's* bigger, better and more 'authentic' than ever, but that's not to say it's got things all its own way – there's *Burnout 3: Takedown* to contend with, for a start. And there's *Midnight Club 3: Dub Edition* from Rockstar; the same people, you surely need no reminding, behind the irresistible force of *Grand Theft Auto*. Why do we mention it? Because *NFSU2's* big novelty is a huge city to free-roam in, a sprawling metropolis of glitzy-to-gritty urban zones and endless blacktop. A lot of games are building cities now, yet any deficiencies will be mercilessly shown up by the latest *GTA* megalith, *San Andreas*. This, *Burnout*, *Midnight Club*, *GTA*: that's some serious competition.

So how does it shape up? What do you think this is, a review? Oh, wait... Bayview looks superb, and perhaps more importantly, it's huge. You can drive for what seems like ever without seeing anything familiar, and certainly at first that's exactly what you'll do. It's six months after the first game when you arrive at the airport, seeking solace in a new city – having had a nasty accident in a dark alley of the last one. For you, it seems, the whole place is soiled. Especially as the accident was caused deliberately by a mysterious, shadowy man in a mysterious, shadowy but still outrageously tricked-out SUV. Just who is plotting your downfall? Just what is that tattoo? Well, it's... but we're getting ahead of ourselves.

So you pitch up at arrivals in the car you've been lent by local tough-street-chick Rachel Teller, played by Brook Burke, who hopes you'll save the racing for the streets of Need For Speed Underground and that you'll always wear a seatbelt. Bless her. And immediately you notice two major things, though we're not talking about Brooke anymore: we've moved on. Firstly, you're

EXTRAS! EXTRAS! EXTRAS!

The same but better

■ Strangely, bravely or sensibly – depending on how you look at it – NFSU2 includes a demo of Burnout 3 (Road Rage or Race). You also have the chance to enter the EA Games™ Trax bit, which isn't strictly an extra, but anything that lets you switch off Kise Against deserves a special mention.

"A METROPOLIS OF GLITZY-TO-GRITTY URBAN ZONES"

HAPPY WHEN IT RAINS?

Another result of GTA's massive influence is the appearance, seemingly everywhere, of dynamic weather. So even in a five minute race you can expect to suddenly run into a flat wall of rain, only for it to dry up again before the end of lap two. Don't think it's just a few grey streaks and clever 'drips' on the lense, though: visibility drops massively and all those points of light – headlights, streetlights, houselights – spin into a kind of fatal carousel. It can easily affect your race...

Cover Game

PLAYED TO DESTRUCTION BY PS2 EXPERTS

PETROL PROP: This maybe an aesthetic gas station, but there're plenty of shops around.

"THE CITY REMAINS A MENTAL SMUDGE EVEN AFTER HOURS OF DRIVING"

the only car in the airport car park (is this six months later or 28 Days Later?) and secondly it's very hard to know where you're going.

The city is undoubtedly pretty – especially when you get a good view of its illuminated skyscrapers in the distance – but closer in, all the lovely architecture seems to fold away and things start to look samey. Not samey as in identical buildings in a row, but in a way that means the various areas are hard to distinguish. So, despite there being bridges, rivers, freeways and even giant Chinatown sections that should make locating yourself – and consequently, navigating to any other given place – a doddle, the city remains a mental smudge even after hours of driving. Maybe it's the constant darkness (though it's not a constant midnight, and the light skies of twilight are impressive). Maybe it's the endlessly coiled roads. Certainly the multi-layered, super-complex twiddlings of the freeways don't help. Whatever it is, we never reached a state where we knew the best way to anywhere else, the way we quickly knew in, say, *Vice City*.

Hooray, then, for the 'GPS' system, which directs you any place you want to go by placing an enormous arrow over your car. Just follow it. Neat. Happily, it also points the exact route and not just

THE LONG AND THE SHORT OF IT

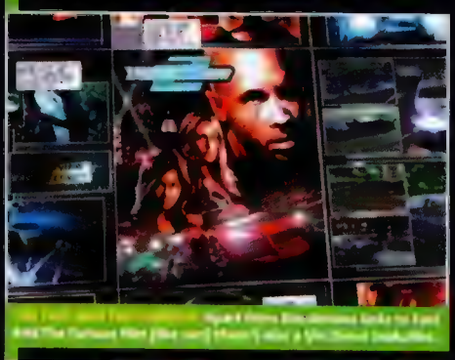
As ever, finding shortcuts is key, not least because the other AI racers use them. Sometimes they're fairly obvious – you'll even see junction signs, assuming no-one has smacked into them – though they're frequently hard to get into. You've got to be properly lined up, often before you can see it. Local knowledge is all. The sequel's more slithery handling sees to that.

Frequently they're not actually much shorter, but that's not the point – they almost always feed back onto the main road with a much, much better run at a difficult corner. What's a tricky hairpin on the normal route can be a near-flat out kink from the shortcut. An obvious bonus. But when they are shorter, they're vital. Fail to watch the map and you can find a strong lead transformed into last without anyone passing you. It happens. Trust us!

A NEED TOO FAR? Someone just told this guy his neon light looks shit.

COMIC EFFECT

Somewhat oddly, EA has decided to present the story in graphic novel style, with *Max Payne*-style cells accompanying voiceovers from Brooke Burke, Kelly Brook and, erm, some other less attractive people without 'Brook' in their names. Or 'Brooke'. Unlike *Max Payne*, however, there's some animation, though to be honest it adds little but the occasional moment of unintentional comedy. Like the scissor door slowly creeping erect behind Ms Burke in the opening movie, for instance. Such pathos, somehow...



PRANCING QUEEN: As soon as these lovelies move, it's time to hit the gas.

RACING STANDARD: Some motors don't need much modding to look good.

'as the crow flies,' because if it didn't you'd still be stuffed. Some trips are torturous indeed.

Actually, it won't quite find you 'any' place. Certain locations, such as tuning shops, don't appear on the map until you've found them, so can't be selected for GPS orienteering. You might be wondering why we've got this far without even mentioning the racing, but there's an awful lot of rather aimless driving to deal with first... this is the new free-roaming city's gift to you. You can get straight into a pile of races, true, but with a standard car rewards are thin, so it's best to gets something large, bright and incredibly crass bolted onto your wheezing mumsymobile as soon as possible. Not even the stupidest bystander could love a bog-standard Corsa.

PIMP MY RIDE

Those vital tuning shops are tucked away in alleys, with only the coloured glow of a lamp giving them away from the street. And parts are spread between dealers, so it's imperative you

"NOT EVEN THE STUPIDEST BYSTANDER COULD LOVE A BOG STANDARD VAUXHALL CORSA"

HUMMER STUNNER: The new SUVs look amazing, but drive like pigs on stilts.

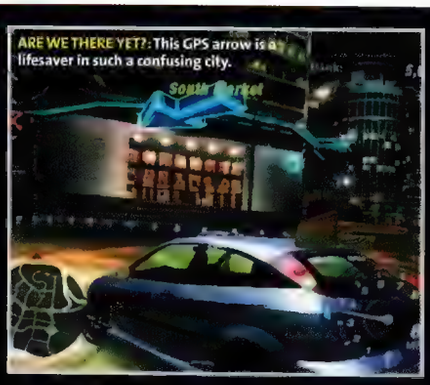
This battle doesn't
call for a hero.
It calls
for a saviour.
HALO 2
On November 11th
Earth Will Never Be The Same
XBOX
BUNGIE
XBOX LIVE
halo2.com

SPEEDO-A-GO-GO: If the dials are distracting you, customise them!

Cover Game

PLAYED TO DESTRUCTION BY PS2 EXPERTS

NIGHT RIDER: Don't expect blue skies with rainbows, this game is dark.


ARE WE THERE YET?: This GPS arrow is a lifesaver in such a confusing city.

HOW TO RUIN A PERFECTLY BAD CAR...

Even the least promising motor can be transformed into a thing of wonder. Or horror. It's a taste thing...

BODY KITTING

So the stock Toyota Corolla isn't up to much. Just how old is that?! The first thing we've got to do is fit an aggressive bodykit. And a wing. And look at the difference new headlights makes! We're on our way to *seriously* impressing the chicks at Burger King.

PAINT JOB AND ALLOYS

Still looks a bit old. Perhaps some nice big alloys? Maybe not those solid ones. And some paint! Girls like nice bright colours, so let's try that. Multiple layers of decals means we can really make this look different. Individual parts can be colour-coded too. Mmm.

ROLLING ROAD TESTS

This is getting out of control... Maybe if we made it really fast, people would look more favourably on it? Fortunately, there's a big testing section, where you can dyno the car, thrash it on a track and adjust everything from springs to downforce for individual events.

THE FINISHED ARTICLE

Ta da! Take a look at that! God, it's awful. When they see this online they're going to... oh, Christ, there's vomit everywhere. Is there an artist in the house? Can you build us a nice 350Z instead? Proof of *NFSU2*'s power – you can build ugly cars too.

track them all down – one might supply engine and suspension bits but no styling, for instance, another bodykits but not wings, another ICE but not neons. Until you locate the relevant shop, the things it sells remain locked. So what do you do? Explore. Or, to put it another way, drive about randomly hoping to chance upon a coloured light so you can get on with the fricking game.

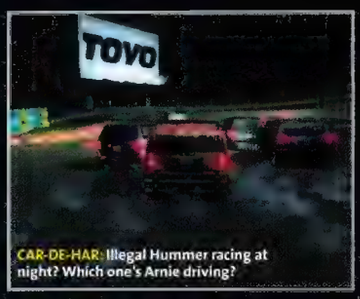
So OK, all this aimless shopping might get too much. Spattered around the city are glowing icons, invites to various race events and types. Just drive in and accept and you'll be taken straight there... which is a bit odd, really. You pull into an empty car park in the middle of nowhere; the next thing you're driving around a special track. Packs of whooping spectators wave you off and dramatically welcome you back. Winner! And then you're back in an empty grey car park again. In the rain. Crying. Why have this vast city if you're just going to load normal races from random points within it? You

"AND THEN YOU'RE BACK IN AN EMPTY GREY CAR PARK AGAIN. IN THE RAIN. CRYING"

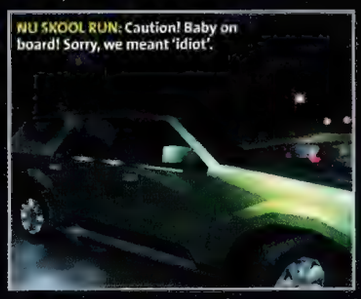
Cover Game

PLAYED TO DESTRUCTION BY PS2 EXPERTS

BUMPY RIDE: It can look great, but you will notice it all chugging at times.



CAR-DE-HAR: Illegal Hummer racing at night? Which one's Arnie driving?



NU SKOOL RUN: Caution! Baby on board! Sorry, we meant 'idiot'.

WANT FRIES WITH THAT?

We're getting used to advertising and product placement in games – you can find billboards for this very game in *Burnout 3* – but it can get confusing. We're all well aware Burger King is real (and what better sponsor; perhaps *NFSU 3* could take place entirely in a BK car park?), but what about the other things? Certainly *Burnout 3* mixes spoof adverts with real ones, but here? We're assured Cingular is a genuine cellphone company, but what about Edge shaving foam? And if the same fake products start appearing in a various games from a common publisher, could it create a market, a desire for the product, as if it were real? It's plausible. And at that point, the product could actually be created... what a way to do market research! Create the image first, then (if it works) the product. It's all very postmodern, y'know.

don't even go to the same place each time – you don't drive to the Bayview Speedway each time you have a race there, for instance. It just loads, wherever the race icon was located. This doesn't help you learn the city layout, and makes the Bayview – despite its impressive looks and scale – feel a bit superfluous. It can also mean there's a fairly lengthy commute between races in career mode, when being able to select it on a menu would be quicker and no less fun.

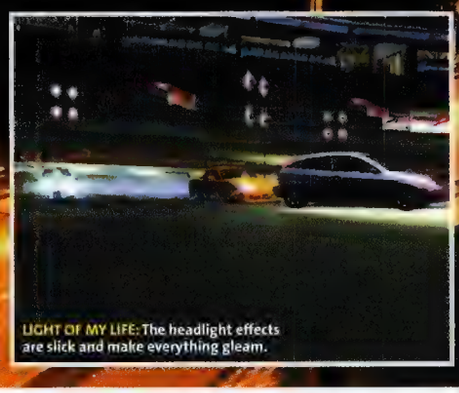
Still, you can always distract yourself on the way there. You'll frequently see other tuners (they're the ones driving like damaged lunatics and having accidents), and it's simple to challenge them to a race. Then all you've got to do is outrun them for a hefty chunk of cash; exactly how hefty depends on how madly modified your car is. And certainly you can do quite bizarre things to a very impressive selection of motors. Nothing touches Underground's modification system, and it's even more of a pleasure to use than before.

EA claims twice the number of visual upgrades, and some fanciful number in the billions for unique combinations. Certainly you can do some stunning things, like putting spinners the size of Venus on a Hummer, painting it pink, flooding the engine bay with neon, fitting scissor doors, adding a bonnet that opens like a storm cellar and loading the boot with enough ICE to melt bystanders from the ears down. And then taking it online. It's another of *NFSU2*'s big selling points, and this one actually counts – the chance to show off your customisations to the world. And if the racing's still not quite as vibrant as *Burnout*'s, it's way better than before, featuring everything from simple-and-hectic four-player Outrun races to, well, anything else – every mode in the career is playable online too. A lobby redesign means it's much easier to use, while rankings for all manner of abilities replace the single, global stats to give you more of a chance of glory... aah. Very politically correct. Everyone's a winner, baby.

So, can it compete this time around? If street racing is all you care about and you've been playing *Burnout 3* – online or off – we have to say you'll be a little disappointed. Traffic is relatively light, crashes are rubbery and, despite some nice smoke and glass effects, there's no body damage. And if you're a *GTA* nut and fancy another city to 'live' in, this one is confusing, slightly aimless and its events are somewhat dislocated. But if you live for 20-inch rims, flame decals and picking just the right door mirrors to accent your neon, you *need* this. The racing might not be quite the best available, but it's not that far behind. Certainly way good enough for you to enjoy your crazy ride. And what a very crazy ride it will be... **Steve Williams**

NFSU2 collides with traffic on November 19th.

CAR FACE: Bumpers inspired by Darth Vader's helmet, perhaps?



LIGHT OF MY LIFE: The headlight effects are slick and make everything gleam.

"...CAN DO SOME STUNNING THINGS, LIKE PUTTING SPINNERS THE SIZE OF VENUS ON A HUMMER"

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ More choice than before – A bit slow and empty in career mode	+ Detailed and sexy, some impressive vistas – Can be chuggy. Darkness can get to you	+ Great exhausts, lots of music styles – Nu-metal is dead! Somebody bury it!

LIFESPAN

Giant single-player, lots of online options. But the single-player takes ages to get going and can feel rather drawn out.

MINUTES ——— YEARS

IT'S BETTER THAN...

NFSU

IT'S WORSE THAN...

BURNOUT 3

Improved (but still not class-leading) driving and a huge (but underused) city take a back seat to superb customisation. More of what you want...

87

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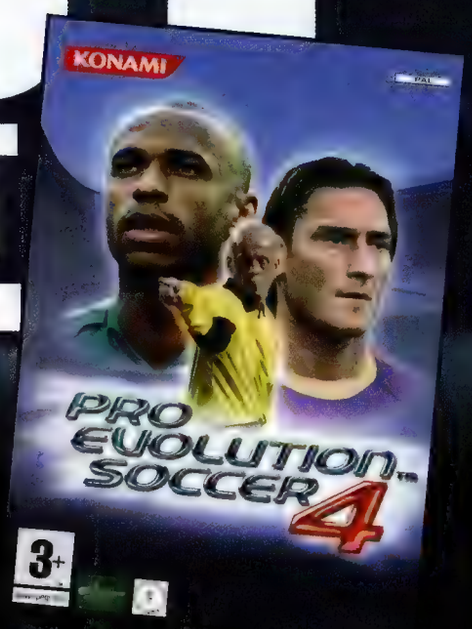

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Hands

"MEN SHOOTING BEES FROM THEIR ARMS AND SNIPERS IN WHEELCHAIRS" MGS3 PAGE 42

40 **GETAWAY: BLACK MONDAY**
It's back. It's big. It's bad. But is it actually any better than the cool but clunky original? Find out here.

42 **METAL GEAR SOLID 3: SNAKE EATER**
All the latest fact (and some scurrilous rumour) on the most twisty '*Gear* game ever.

49 **WWE: SMACK DOWN VS RAW**
All the latest info fresh from our hands-on with the game.

You want more?! OK, how about *Resident Evil: Outbreak File 2* (page 41), *Kingdom Hearts 2* (page 44), *Ford Racing 3* (page 46), *Get On Da Mic* (page 46) and *Roll Call* and *Fight Club* (page 49). Is that enough? Thought so.

WELCOME...

DAN D

In games, bypassing security systems is hard – it involves neat planning, observation and timing. PSM2 has just moved to a very stylish new building and it's a high-tech fortress; a lot of stuff goes beep. It's quite formidable. To get in you require a special card – which also lets you shop in the deli-style cafe – and hold it against a reader. Beep! The door sighs open. There's a scanner inside *that* which people with suits secretively put numbers into. Phone numbers? Lucky numbers? They won't say. Then another card-operated door. *Then* you pass in view of many offices, skirt the deli-style cafe and pass the secretary with her all-important signing-in book. No card? Then get lost! How could you possibly avoid detection?! Well, a) lurk suspiciously outside, b) follow someone who uses a card, c) clump past the offices, d) ignore the secretary because she can't see you from her chair and e) wander into PSM2. Simple. Though to be fair, when it comes to shopping in the cash-free deli-style cafe, you're still knackered so you'll starve to death.

But realism in games, eh? Who wants real? That's why we *play* games... reality's just too disappointing. Bah.

PSM2 MOST ANTICIPATED!

WATCH IT ON THE DVD VIDEO

PSM2 PREVIEW PROMISE

PSM2 is always first with the biggest and best games. Every issue, you can rely on us – here's why!

- Unlike any other PS2 mag, we play every game we preview – that means hands-on opinion, not net rumour.
- We're gamers just like you – so we print the detail you demand. Check our sidebars for the latest facts and stats.
- PSM2 is 100% editorially independent! You won't get the same quality of hard-hitting, informed, passionate reviews anywhere else.
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- PSM2: No one else is close. And don't you forget it.

BECAUSE WE PLAY EVERY GAME WE PREV

Publisher: Activision
Developer: Spark Interactive ■ ETA: November 2004

CALL OF DUTY: FINEST HOUR

Battle furiously against the Nazi war machine... again! Only this time it's not about medals or honour – it's about survival, patriotism and making a difference...

ANTICIPATED FEATURES

- Varied missions including vehicle sections. Use tanks to invade enemy strongholds.
- Online multiplayer. Deathmatch and team-based games can be played with up to 16 other players.
- Work with other characters. AI lays down covering fire and charges enemy-held rooms.

There's something inherently wrong about basing a game around the Second World War. Developers will preach on and on about how their respect for the veterans takes precedence over everything else, but can you really justify pixelating the most harrowing, Earth-shattering event of the 20th century? Well, they're trying. Again and again. And the sad thing is, most people don't give a fiddler's pluck about the rich history upon which these games are based; they just want to shoot lots of people with big, rusty rifles. Step up *Call of Duty*.

Finest Hour tries to disassociate itself from this by opening each level with a woebegone cutscene explaining how the lead characters ended up on the front line. Family photographs flash past to the strains of a tinkling piano and it's all very poignant and touching, adding emotional weight to an otherwise unexceptional plot. You *care* about your character and you'll be genuinely upset when they're ferociously ravaged by clattering gunfire.

Which is almost certain to happen. *Call of Duty* is a visceral symphony of explosive, intestinal death. Men are tossed violently into the air by deafening explosions, their limbs flailing madly in a macabre dance of death as a fifty piece orchestra blares with piercing trumpets, seething strings and ominous, rumbling drums... it's *completely* insane and takes cinematic gaming to a whole new visceral level. The frenzied screams of your men, the rousing sing-along before they charge an enemy outpost and the relentless whistling of bombs being dropped is enough to give you shellshock. Although there's little involvement with any of it, the spot effects and atmospheric detail littering each level makes *Medal of Honor*'s lauded Omaha Beach scene look positively childish in comparison.

When you're actually *in the game*, controller in hand, eyes transfixed, you start to appreciate just what the developers are aiming for. It's purposefully cinematic and assiduously linear for a reason; the remarkable set-pieces that the series is famous for wouldn't work otherwise. You're led by the hand a lot of the time, but that's what games like this thrive on. Still, this doesn't mean that the FPS stuff is lacking. It feels very similar to the bold, exacting *MOH* series, but aiming is much more accurate thanks to the ability to peer directly down the shaft of your weapon. Otherwise, it's a refreshingly typical FPS with no gimmicks or conceits – you just walk, shoot and strafe. It's what's going on around you that makes it so exciting.

Call of Duty is split into three diverse sections; The Eastern Front, The Western Front and North Africa. For the Eastern missions, you take control of an unworldly Russian private forced to do battle in the epic siege of Stalingrad. ►

SHOOTING FOR GLORY

To capture the sounds of war, Spark went to a field in the middle of nowhere and shot slabs of meat with a range of period weapons. Everything from pistols and rifles to mounted guns were recorded and the authentic audio brings the game a little closer to reality. And the developers obviously had fun shooting things up too. Everyone's a winner!

"IT'S COMPLETELY INSANE AND TAKES CINEMATIC GAMING TO A WHOLE NEW VISCERAL LEVEL"

SNEAK IN SNEAK OUT: Use stealth to take out multiple enemies at once.

UNDER SIEGE: Use the mounted machine gun to lay covering fire.

BRIDGE OVER TROUBLED WATER: This bridge blockade is definitely a highlight.

COVER STORY: Protect yourself by hiding behind scenery.

These are arguably the most entertaining missions, thanks mainly to the extraordinary atmosphere and ceaseless, pounding chaos all around you. From the powerful opening crawl to charging an enemy bunker atop an immense hill to the fantastic sniping mission, the Russian campaign is frequently outstanding.

After that, there's a slightly underwhelming set of North African missions wherein you control the game's British contingent. After the stark, frazzled buildings of Stalingrad, a dusty, featureless desert makes things considerably less interesting. There's no questioning the authenticity, but much of the game's atmosphere is lost among inorganic level structure. Put simply, it looks and feels rushed at present. The vehicle stuff isn't particularly well executed either. The tank feels awkward and inaccurate, but this could simply be down to early code. Of all the campaigns, this is definitely the most unaccomplished. Story-wise, you control an English soldier and receive barking, cockney orders from a sergeant major voiced by AC/DC frontman Brian Johnson. His dad was in the Afrika Corps you see, and he lent the developers a load of his diaries from the period. Admit it, Spark's dedication to realism is unflinching.

Lastly, we have the Western Front. This is the most traditional campaign since you control a rock-chinned American lad in the vein of *MOH*'s Jimmy Patterson. The scenes we all know and love from films like Saving Private Ryan are re-created and the look and feel of war-torn Europe is incredibly convincing. Billowing smoke from bombed-out churches and battle-scarred streets – all very similar to *MOH: Frontline*, but at the same time very different. One of the vehicle-based missions on the Western Front takes place in a Nazi-occupied airstrip. You must roll up in a tank destroying planes as they try to take off and ultimately capture the base. Sound great (and looks great) but the vehicle handling currently needs work and shots rarely hit their target as we fudged through the muddled mission structure. We're confident that this'll be fixed soon enough.

"THESE ARE THE MOST ENJOYABLE MISSIONS THANKS TO THE CEASELESS POUNDING CHAOS AROUND YOU"

Finest Hour's soundtrack also adds to the cinematic feel. Famed game composer Michael Giacchino is writing this one – he's the guy responsible for the poignant, memorable score from *MOH: Frontline* and with a fifty piece orchestra under his belt, he's created a score that would make John Williams weep. It matches the onscreen action perfectly and traditional instruments from whichever country you're in creep forward to differentiate between scenarios and create a truly varied sound.

Brilliantly, online multiplay has been confirmed for *Finest Hour*. You can engage in Axis versus Allies team-based multiplayer, working together with players from around the world as a team to complete specially tailored mission objectives. There's also a large variety of Team-based objective games, and you can be the last man standing in Team Deathmatch. It also uses the USB headset, so if you want to start barking orders, go ahead and knock yourself out.

In terms of pomp and presence, this betters *Medal of Honor* in almost every way. The gameplay, however, is almost identical. Spark will deny it hands-down, but this is essentially an extension of their last game – Spark being staffed by ex-EA *MOH* coders. ***Finest Hour is a massive, thrilling experience and we'll review it next issue.***

DON'T TANK ON IT: Most tank battles are frustrating and difficult.

PSM RECKONS

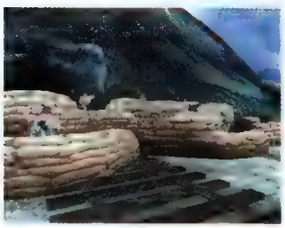
There's no denying that *Finest Hour* is very similar to EA's *Medal of Honor* franchise. The soundtrack, cutscenes, menus and visuals are all almost identical, but *Call of Duty* just edges ahead with greater production values and a more novel take on the events of WW2. It's worth your cash for the siege of Stalingrad alone.

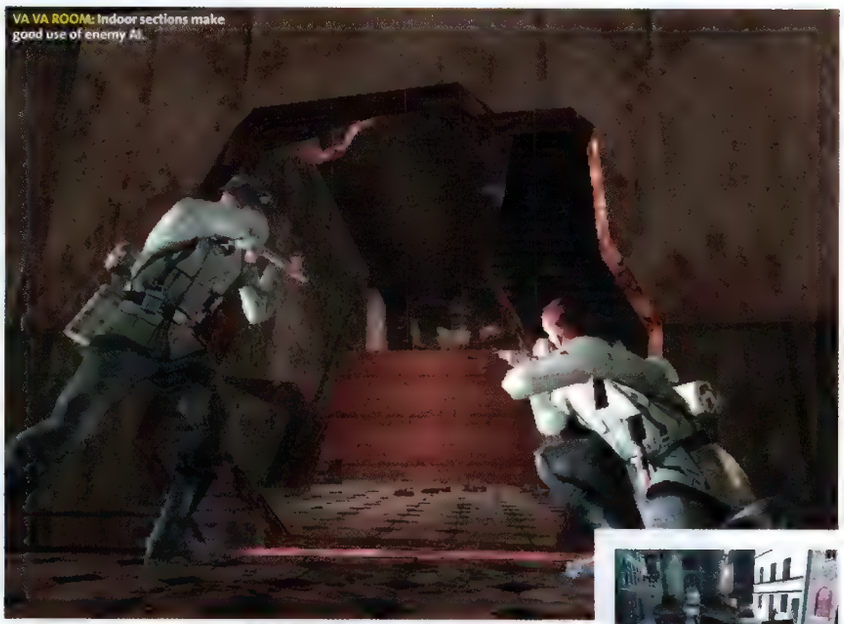
DRESSED TO KILL

In their constant struggle for authenticity, Spark Interactive recovered a load of uniforms and war gear to photograph from all angles and texture into the game. As a result, every character is wearing genuine clothing from the period and it ensures that the game looks consistently realistic. Sterling work, chaps.

COLD WINTER: The streets of Europe and Russia are very well realised.

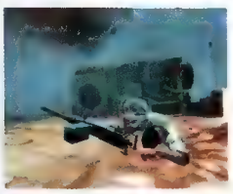
BILLY PLANE: The vehicle handling is a little shoddy, but still a bit of fun.





VA VA ROOM: Indoor sections make good use of enemy AI.

STALLED IN 'GRAD: These supplies are all the Russian army have to attack.



TANKS FOR THE MEMORIES: Shoot

FIST OF FUN: You can use

attacks when at close range.

CONCEPT ALBUM

A large chunk of *Finest Hour's* creation was spent in pre-production. Every character, vehicle and area was taken from the drawing board, rendered, textured and finally plonked into the game. Talented artists spent ages cobbling together ideas until they had final designs for all of the protagonists. Very nice.

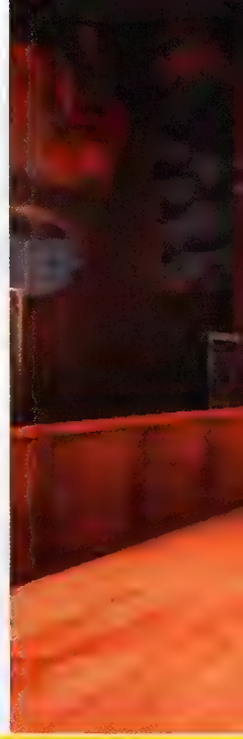
PSM2 INVADE LONDON

To see the game, PSM2 scribe Andy was carted off to the fair city of London for some war-themed fun. There, he was thrust into a strange 'land boat' that drove through town then actually slid into the Thames. A stiff-lipped sergeant major then proceeded to shout at him as he played the game in London's Cabinet War Rooms, a place where many Earth-shattering decisions have been made by Britain's finest minds...

NOW LISTEN HERE CHAP: The Major yells at a pair of scruffy games journalists.

YES! Here's the Magnificent.

GAME OF CHANCE: And then it's back to the War Rooms for some gaming.



Publisher: Sony
Developer: Sony ETA: November 19th

THE GETAWAY: BLACK MONDAY

It's got potential by the bucket-load, but can Sony's crime-packed sequel to The Getaway deliver the goods or blow the blag at the last hurdle?

ANTICIPATED FEATURES

- The ability to drive around 25 square miles of perfectly replicated London, which now has even more detail and side streets
- Three extra mini-games plus a Free Roam mode that allows you to just drive around from the start
- 22 chapters that are played through using three totally different characters, all with their own perspectives on the story

In the world of games, fantasy rules supreme. Small worms armed with large rocket launchers, men with the psychic ability to explode other men's heads and fights that end with one person ripping off the other's leg and battering them with it – they don't raise so much as a small 'hmm'.

But there's room for realism. Hence we've been looking forward to The *Getaway: Black Monday*, the two-years-in-the-making sequel to the original Sony developed game. The original *Getaway* was hugely cinematic and it had some cracking levels, especially later on. Unfortunately most people never got off the second one thanks to the fact the game also had one of the most useless control systems ever devised.

Recycling the 25 square miles of London created for the first game, the game is broken into different sections – some driving, some shooting and some stealth. The driving bits are near identical to the original's – realistic, with super-minis feeling like underpowered death-traps and a bad accident turning your motor into a smoking pile of useless crumpled metal.

But it was the on-foot bits we were eager to see this time. Disappointingly though, at this stage *Black Monday* seems to control as badly as the original. The addition of being able to shift the camera slightly left and right helps very little and auto-targeting still has the frustrating knack of locking onto a guy stood on a crane two miles away and not the one stood two feet away shooting you in the face. Added to that is a new problem of the AI of Mitch's police buddies, who we caught several times standing shoulder to shoulder with a bad guy, seemingly unaware of their presence.

Motion-captured cutscenes are all very well, but we were hoping the team might have been concentrating more on the substance than the style this time around. It seems not. **Kath Brice**

Getaway: Black Monday is out November and reviewed next issue.

LIFE OF GRIME: Mitch visits a council estate for a drugs bust but uncovers much more than that.

TWO BECOME THREE

There are three playable characters in *Black Monday*. You play the first eight chapters of the game as Mitch, a police sergeant with a dodgy past who's started to uncover all sorts of dodgy goings on on his patch. Then the story resumes with you playing as Eddie the day prior to Mitch's missions. Eddie's an amateur boxer and small time criminal. Lastly, you get to play as Eddie's friend, a young female computer hacker called Sam.

SWINGING SISTER: Sam is more agile than the others but rubbish at fighting. That's girls for you.

PSM RECKONS

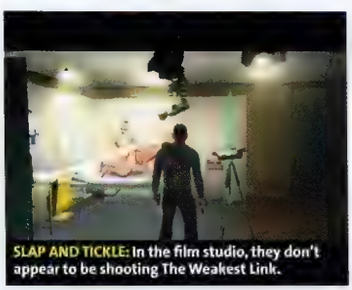
Despite the dodgy controls, we still enjoyed playing the first game because it was refreshing to play a grown-up game set in London. But two years on, *Black Monday* really needs to impress players for more than replicating our capital. And it's looking like it could frustrate – both for its controls and for not being as great as it could be.

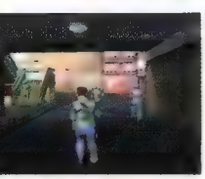
GIVE ME A RING: Mitch starts the game busting Eddie's hangout – the boxing gym.

MIND THE GAP: One of the new locations is the tube station – it's one of the best in the game.

MINI-GAME MANIA

In an attempt to address the complaints people had with the first game not including enough extra stuff as an incentive to explore London, Sony have included some mini-games. One is a Chase game, which is pretty self-explanatory, there's a Race mode and a bizarre *Crazy Taxi* rip-off. We can only say that playing as a taxi driver doesn't quite fit with The *Getaway*'s attempt to be super-realistic, but perhaps it'll be addictive enough to change our minds.


SLAP AND TICKLE: In the film studio, they don't appear to be shooting The Weakest Link.



FIREARMS ON THE ROOF: The ability to jump makes rooftop chases more exhilarating.

STOP PRESS!

Resident Evil Outbreak: File 2

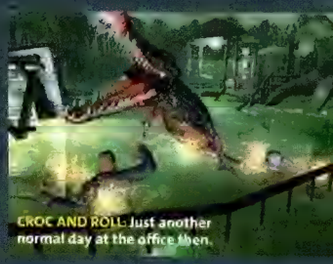
Publisher: Capcom ■ Developer: Capcom ■ ETA: August 2005

R*esident Evil: Outbreak*, is fresh in UK shops and already there's another one on the way. And this time it comes with zombie elephants. Shit. Yep, Capcom have decided to infect our zombie-filled psyche further with their second stab at the *Outbreak* which – by all accounts – is even better than the first.

You still get to choose from the eight original characters, including the cowardly shit-heel Jim, but now you can select any combination of players. Another improvement that's been made is the ability to move while shooting, so you'll no longer have to be a motionless snack for those ravenous zombies. Capcom have also rebuffed the AI, which allows you to put some much needed confidence in your on-screen chums. As well as educating your partners that flesh-eating monsters are 'bad', Capcom have also enabled us to bark commands at them. So if a member of your posse seems reluctant to ingest that life-preserving, green herb, you can order them to do so with a flick of the right-stick. Basically the single player mode is feeling far more controllable than before, which is welcome news. And – the great news is – that this *Outbreak* will be online in the UK too. Thank Christ!

Despite beginning in the same bar, with the same characters from the first game things take a dramatic change for the weird pretty quickly with four new vast scenarios to mosey around, including a dilapidated zoo, complete with rampaging elephant monsters. The first time you come face to face with these behemoths, you'll be scurrying to the nearest hiding place like a shaved cat.

Lucky Japanese gamers are already lapping up the finished code after it garnered incredible scores in Japanese games mags but we won't be seeing hide nor hair of the pachyderm beasts until Summer 2005. Can't wait for more? Well, we'll be reviewing that Japanese code next issue. Don't miss it.


CROC AND ROLL: Just another normal day at the office then.

THE END AGE: Watch out for murderous parrots.

"THE GOOD NEWS IS THAT THIS OUTBREAK WILL BE ONLINE IN THE UK TOO. THANK CHRIST!"

TIME FOR HEAD: A shotgun tucked under the chin always gets results.

THE POSTMAN CLINGS TWICE: All your favourite *Outbreak* characters are back. How unlucky are they?

WATCH IT ON THE DVD VIDEO

SHORT SHORTS: This ape has some neat camo trolleys.

Publisher: Konami
Developer: Konami Japan ETA: Early 2005

METAL GEAR SOLID 3: SNAKE EATER

Metal Gear Solid just gets weirder and weirder! Men shooting bees from their arms, bum-slapping monkeys and snipers in wheelchairs. What *is* Kojima up to?

ANTICIPATED FEATURES
- Five bosses, each with different powers. The Fury uses a lethal flamethrower, for example.
- Comedy mini-games galore.
- More gadgets, guns and stellar sneaking action that you can shake a FAMAS at.

Madness. After watching two new trailers released by Konami, PSM2 are well and truly stumped. Hideo Kojima's biggy made a big showing at TGS, the last before the game's Japanese December release. The trailers were shown throughout the day and reliably pulled in the biggest crowds, leaving everyone both thoroughly confused and utterly convinced that the series is going out on a high note.

The latest and greatest revelation from camp Konami is that Snake will be facing off against five terrifying new bosses named The Fear, The End, The Fury, The Pain and The Sorrow. Each has their own specific power and they're the most interesting set of baddies we've ever seen. Firstly, The Fear can bend and twist his limbs while flicking a hideous forked tongue at Snake. He also does an Exorcist-style spider walk that's completely horrible. How he'll do battle has yet to be revealed, but he looks bloody terrifying.

Then we have The End. This scene confirms the leaked scripts we found and printed in PSM2 #52. The End is a crotchety old sniper with a parrot on his shoulder that magically reverts to his former, younger self when something provokes him. He can be seen in the trailer stalking Snake with a sniper rifle and taunting him.

Details are thin on the others. The Fury has a flamethrower and looks the most threatening, whereas The Sorrow weeps blood and rises from a murky swamp. The Pain looks one of Gurlukovich's troops from MGS2 and conjures up swarms of stinging bees that he then fires... from his forearms. These could well be the finest bosses in *Metal Gear* history, and we can't wait to slap them around.

Other revelations also confirm that our script pertaining to hapless guard Johnny Sasaki is correct, and that his father will chat to an imprisoned Snake. Johnny senior and Snake strike up a relationship and talk about his wife and kids in a touching scene that brings you and the enemy together. Maybe you'll feel bad about popping them in the head next time?

Most shockingly, we see Snake in a kind of love triangle with The Boss and Sniper Wolf-a-like EVA. One scene shows her crawling around in her underwear, and Snake necking with The Boss. Snake has discovered women. At last. **Andrew Kelly**

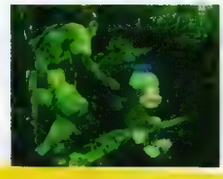
Metal Gear is out in Japan and the US for Christmas. The UK get it in Spring next year.

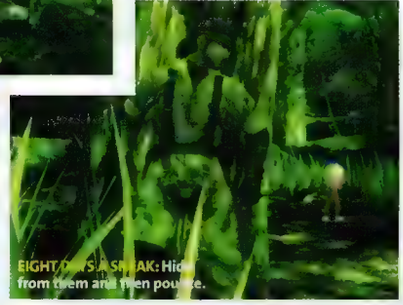
WHO LET THE APES OUT?

New screenshots and footage reveal that in one mission, Snake will be asked to hunt down a group of cheeky monkeys from the popular *Ape Escape* series. They taunt him and slap their ass suggestively as he pops off shots with his pistol. Quite why this is happening remains a mystery, but we reckon it's some kind of mini-game. It also adds weight to the rumour that the whole game is one big VR mission. They're *Ape Escape* monkeys because Konami and Sony have an agreement that the next iteration of their monkey-bagging platformer will feature Solid Snake in some way.

LEAP YEAR: The apes can jump around. Snake is just too slow.

PROTECT AND SERVE: This [illegible] is clearly a shield. Why?




EIGHT DAYS A SNEAK: Hide from them and then pounce.

CAMOUFLAGE CAMPAIGN

After receiving around 5,000 entries, Konami have picked a winning camouflage design to feature in the game. Among the entries is a repeating pattern of flies on shit, which the maker described as 'taking the brown of desert camo and replacing it with solid waste. I have never been this thankful to solid waste!' Yes, we second that. *Metal Gear 3* is – literally – the shit!

PSM RECKONS

The plot details just keep on coming. We can barely keep track. It's all looking bloody marvellous, though. Bearing in mind we've seen almost nothing of the non-jungle sections, *Metal Gear* is looking absolutely massive and rife with sub-plot, conspiracy and intrigue. Check out the trailers on this month's disc and come to your own conclusions...

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MUSCLE BEACH: Fight alongside Hercules again.

Publisher: Square Enix
Developer: Square Enix ETA: November 2005

KINGDOM HEARTS 2

Improved visuals, a tighter, more mature plot and an improved battle engine ensure that this sequel will be much more than a lazy re-hash. We can't wait!

ANTICIPATED FEATURES

- Cameos from legendary *Final Fantasy* characters including *FFVII*'s Sephiroth, Auron from FFX and others.
- Battle system designed for players of all skills. Simple to grasp but deep enough for the hardcore to appreciate.
- Input from Kazushige Nojima, the man responsible for the story sections of PSone epic *Final Fantasy VII*.

The first Kingdom Hearts was all sunshine, rainbows and jumpers. Its sequel, although still featuring Disney characters and themed levels, promises to take the series on a much darker trip. Even before the Tokyo Game Show got underway, Square Enix was already hard at work showing off its upcoming wares. At an event held at the publisher's austere Shinjuku headquarters, Kingdom Hearts 2 director Tetsuya Nomura gave us a look at the sequel to the popular action RPG.

Nomura spoke about the development process of the series, which originated after a pair of executives from Disney Japan and Enix met in an elevator and joked about working together. The director explained how working with the mega-corporation sometimes has its downsides. While creating *Kingdom Hearts 2*, the team came up with several ideas that Disney felt were not suitable for its characters. These ended up being pulled from the game, "or Disney would do something to me," Nomura jested. Mickey won't be knifing junkies in alleyways or mercilessly slaughtering people with a chaingun, then.

While *Kingdom Hearts* was generally well received, the game was not without its problems. The wayward camera sometimes worked against the player, resulting in many cheap deaths. Nomura's team took note of these concerns and has worked hard to ensure that this situation will not be repeated in *Kingdom Hearts 2*, which now has camera control on the analog stick. "It's much better," Nomura said. Character movement will also be tightened, making exploring the famously lush environments even more of a pleasure.

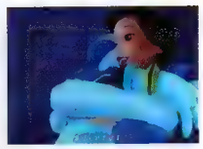
With new gameplay features, like the character transformation system, more *Final Fantasy* characters (*Final Fantasy X*'s Auron appears to play a big role), and a "bigger surprise" than the Nightmare Before Christmas level, *Kingdom Hearts 2* looks set to easily surpass its forebear. Suddenly, the late 2005 release date looks impossibly far off. If the accessible action RPG stuff remains intact and the reliance on the Disney license lessens, more people should lap it up. **Andrew Kelly**

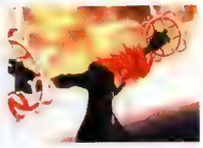
Prepare to get weepy like girls come next November.

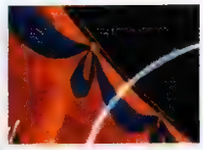
BIGGER AND BETTER

The battle system has been improved in a number of ways. It was by no means awful in the first game, but it lacked the depth and charm of something like *Final Fantasy X*. Firstly, there's a new drive meter. When this is full, defeating an enemy gives you 'drive points' that let Sora transform into an all-powerful demon form complete with dual Keyblades. The menu system has also been enhanced, and depending on which 'theme' the level is in, it will change accordingly.

GOOF CLUB: Expect loads more comedy character banter.

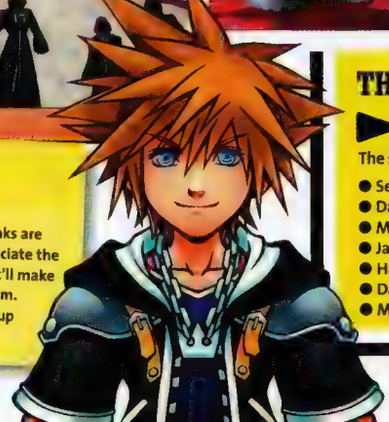






DUCK AND COVER: The old team, back in action.

CLOAK AND DAGGER: Be very afraid of these little fellas.



PSM RECKONS

An indecent amount of improvements and tweaks are expected from this action-heavy sequel. If you appreciate the first game, this'll appeal directly to you; otherwise, it'll make a refreshing change from violence, death and mayhem. Everyone is catered for and it should be brightening up your soul just in time for Christmas 2005.

THE FAME GAME

Like the first game, shedloads of actors and Hollywood stars lend their vocal stylings to the game's characters. The sequel's roster includes...

- Sean Astin (Sam – Lord of the Rings)
- David Boreanaz (Angel – Buffy)
- Ming-Na (Aki – Final Fantasy: The Spirits Within)
- James Woods (Max – Once Upon a Time in America)
- Haley Joel Osment (Cole – The Sixth Sense)
- Dan Castellaneta (Homer Simpson – The Simpsons)
- Miguel ferrer (Agent Rosenfield – Twin Peaks)

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"LUDICROUSLY ENJOYABLE" 8/10 - OPSM2

"CREATIVE AND HIGHLY SATISFYING" 8/10 - EDGE

"TRULY ASTONISHING" 10/10 - P2

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Publisher: Empire
Developer: Razorworks ETA: December 2004

FORD RACING 3

Henry Ford will be turning in his grave when he finds out that Empire are about to sell 65 of his most prized classic cars for a measly £20...

ANTICIPATED FEATURES
- 16 cars, all of which can be upgraded and customized.
- Complex physics and damage modelling.
- 45 variations of around 10 base racetracks.
- Courses littered with over 3,000 deformable objects.

The world of 'budget' games is uncharted territory for most gamers. The presumption that the words 'budget' and 'shit' go hand-in-hand is an obvious deterrent to purchase such a title. *Ford Racing 3* happens to be one of these 'budget' titles but it's got big, full-price gameplay.

The fact that *Ford Racing* is in to it's third incarnation mean that Empire have faith in their arcade racer. But it's not surprising when you consider that it was their highest selling title last year.

Ford Racing 3 is a straight-forward racing game, which offers gamers the chance to race 65 of Henry Ford's finest vehicles. The preview code we're caning at the moment is playing solidly. Every car feels unique, which is remarkable considering the only other racing game to provide this on the PS2 is *Gran Turismo 3*. As we can't afford to buy a Ford GT in real life, we're quite satisfied to power-slide gracefully around the land of polygons with the flick of the left stick.

The main attraction comes from speeding through the numerous game modes on offer. From taking part in movie style car chases with a '60's Mustang, to using all of your driving skills to nail the 'racing line' event, *Ford Racing 3* has the lot.

GT SPREE: Our particular favourite, the Ford GT in all it's powerful 100mph supercar glory.

"TAKE PART IN MOVIE STYLE CAR CHASES OR USE YOUR SKILLS TO NAIL THE RACING LINE EVENT"

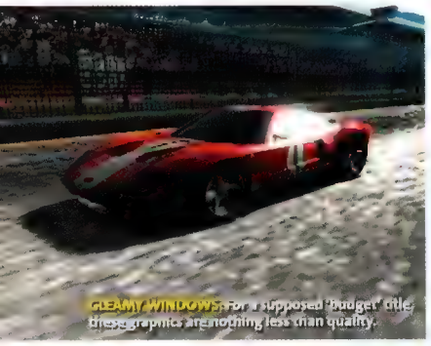
We're looking forward to redlining Ford's back catalogue in the near future. **Low-price – big action. Nathan Irvine**

FR3 hits the showrooms in Deccember.

PSM RECKONS

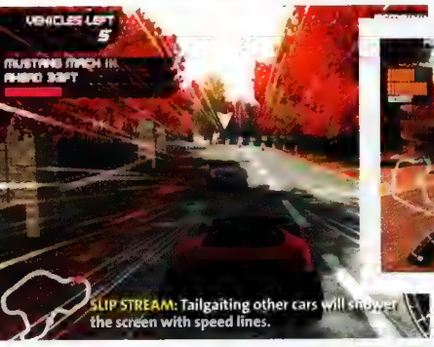
A surprise hit title? Possibly. Value for money? Definitely. *Ford Racing 3* is already looking like a competent racing title. With the promise of Ford's finest cars 65 cars to choose from all it's got to do is avoid being released in the same week as *Gran Turismo 4*. More soon.

BEAUTY IS A BEAST: This classic Ford Mustang drives like the devil's bus.


GLEAMY WINDOWS: For a supposed 'budget' title, these graphics are nothing less than quality.

IN TO COURSE

Ford Racing 3 contains more than enough tracks to keep even the most hardened racer happy. There are a total of 26 courses to screech around, including a number of off-road sections designed especially with the 4x4 selection in mind. With a few more months until the release date, we wouldn't be surprised if a few more were added as well.



SLIP STREAM: Tailgaiting other cars will shower the screen with speed lines.

STARSKY AND CLUTCH: Look familiar? That's because it's the Ford Torino from the show.

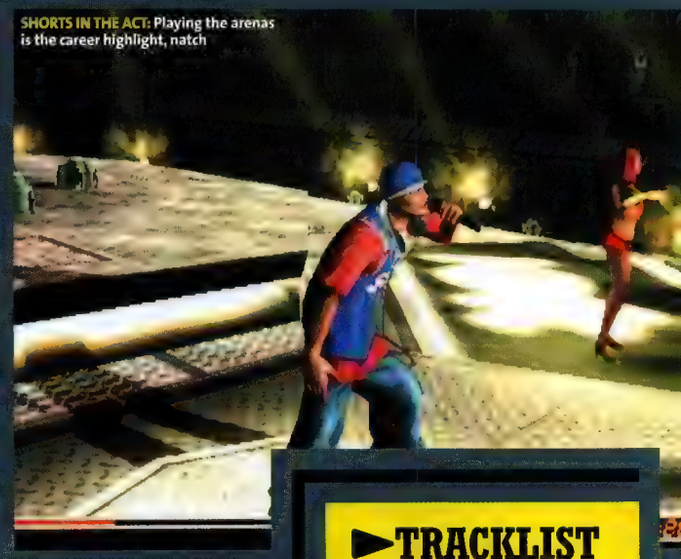
FORD-MIDABLE LINE-UP

If you thought *Ford Racing 3* was going to be a drab list of Fiestas and Escorts then think again. Apart from 'dad's favourite' the Ford Focus, a majority of the vehicles seen here are only available to the rich and famous. From the freakishly fast '04 Mustang to the Driving Miss Daisy inspired classic cars, *Ford Racing 3* lets you race them all.

STOP PRESS!

Get On Da Mic

■ Publisher: Eidos ■ Developer: A2M ■ ETA: November 2004


SHORTS IN THE ACT: Playing the arenas is the career highlight, natch

Have you ever been humiliated in a *Singstar* 'battle' with one of your more angelic voiced chums? Have you ever wanted to get even by challenging them at a real 'battle' like Eminem in 8 Mile? Well now you can with Eidos's hip-hop heavy, *Get On Da Mic*.

In a swift move to appeal to the rap lovers amongst us, Eidos are set to unleash an 'urban' karaoke (or 'Rapaoke' as Eidos want to stupidly call it) title on yo' ass. Thankfully this time you're able to spit rhymes like Dre, rather than strain your pipes past breaking point to Petula Clark's Downtown.

Using a USB headset (sorry, no Singstar mics here) you're task is to rap along and be rewarded if you nail it word-for-word. Sometimes it's easy, other times, such as Dizzee Rascal's Fix Up, Look Sharp, it's truly nails. One duff point is that the swearing has been removed, but for the juvenile in us all the good new is that you get bonus points if you do the naughty words.

Get On Da Mic also allows gamers to kit out his/her character and take them from a wannabe hip-hop star, to the king (or Queen) of bling. You can purchase jewellery, a home cinema and even a castle. Hell, you can even buy a private jet.

Playing through the career mode you'll start out in front of the uninspiring surroundings of your bathroom mirror. But as your rhymes get slicker you'll soon be busting lyrics on a world tour in front of thousands.

There's serious potential for 'post-pub' madness, thanks to the Freestyle mode. Rather than picking a track with lyrics, you can choose a beat-laden soundtrack and fire out some fresh lines to impress your mates. And best of all, you can record your skills using EyeToy. Look out for the review in PSM2 next month y'all.

BATHROOM DIVA: Kicking off your career in front of the mirror. You're rubbish!

TRACKLIST

- Get Busy – Sean Paul
- Ante-Up 'Remix'. – M.O.P.
- Get By – Talib Kweli
- Baby Got Back – Sir Mix-A-Lot
- Beware of the Boyz – Jay-Z
- Dude – Beenie Man feat. Miss Thing
- Ma, I don't love her – The Clipse
- The Jump Off – Lil Kim
- Posse on Broadway – Sir-Mix-A-Lot
- Hey Mama – Black-eyed Peas
- Tipsy – J-Kwon
- Get Ur Freak On – Missy Elliott
- Rapper's Delight – The Sugar Hill Gang
- Don't Believe The Hype – Public Enemy
- Wit Dre Day – Dr Dre
- Pass That Dutch – Missy Elliott
- Humpty Dance – Digital Underground
- California Love 'Remix' – 2 Pac feat. Dr Dre
- Beautiful – Snoop Dogg feat. Pharrell Williams
- The Next Episode – Dr Dre feat. Nate Dogg and Snoop Dogg
- Work It – Missy Elliott
- Gin and Juice – Snoop Dogg
- Wat Da Hook Gon Be – Jermaine Dupris
- Through the Wire – Kanye West
- X Gonna give it to ya - DMX
- Ruff Ryder Anthem - DMX
- Still Ballin' 'Nitty Remix' – 2 Pac
- Naggin – Ying Yang Twins
- Dear Mama – 2 Pac
- Pump It Up – Joe Budden
- Push It – Salt 'n' Pepper
- Express Yourself – N.W.A.
- Game Over – Lil Flip
- Nothin But A G Thang – Dr Dre
- Rubber Band Man – T.I.
- Crank It Up -
- Fix Up – Dizzee Rascal
- Hypnotize – Notorious B.I.G.
- Jesus Walks – Kanye West
- Whoa – Black Rob

"RAP ALONG AND BE REWARDED. SOMETIMES IT'S EASY. SOMETIMES IT'S NAILS"

SLY AND THE "DIAMOND OF TUXMAL"

POLICE VAN
THE DIAMOND OF TUXMAL. TIME FOR ME TO GO TO WORK
LET'S GET THIS ROCK BACK TO BASE!
I NEVER DID LIKE UNIFORMS
ALL UNITS, DIAMOND IN VAN, NO SIGN OF SLY, LET'S GO!
DARN THAT RACCOON!
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Publisher: THQ
Developer: Yukes Media creation ETA: November 2004

WWE SMACKDOWN! VS. RAW

Heading back to the ring with the purpose of inflicting pain and extracting information, PSM2 squares-up for round two...

ANTICIPATED FEATURES
- Online mode to take on the world.
- Create-a-belt memory saves.
- New Car Park bouts.
- Classic wrestlers like Bret Hart, Legion of Doom and even Andre the Giant.

Since last month's WWE extravaganza, we've managed to wrestle the near complete *Smackdown Vs Raw* code from the guys at THQ. After sharp-shooting them into submission, they 'fessed up to some very interesting details indeed. For starters, they spilled the beans on the much wanted online mode. Yes, for the first time in the history of the *Smackdown* series, gamers will now be able to take their wrestling creations to the online ring, and take on like-minded jabronies from across the world. While it's a start at present you can only face-off mano-a-mano rather than compete in a 20-man Royal Rumble. But hey, let's not get greedy.

Smackdown Vs Raw will allow fans to create their very own championship belts. You can lace them with gold and jewels to make them nice and sparkly, or you can even knock up a deliberately shit one with some plastic. It's your decision. But this is far from a gratuitous subtlety. You can then take your saved belt round to your mate's house, and if you lose the bout, your treasured championship will transfer to your chum's memory card. See you later, loser.

There's no doubt *Smackdown Vs Raw* is going to be an absolute slam-fest, but beneath the new glitz and legends not much has changed since the previous games. Apart from a few minor alterations, (mainly the 'Ringout gauge' which prevents you being thrown out early during Royal Rumbles) the action remains the same. It's not all bad, after all, the brawling within *Smackdown: HCTP* was class, but once again the colliding with inanimate objects feels wrong. There's an embarrassing moment when you knock an opponent into a surrounding wall and he'll lie flat on his back rigidly even though his legs aren't touching any surface. There're also the clumsy battles that take place on top of the cage which – fans will be 'delighted' to hear – are as glitchy as ever. If you perform a move which maintains momentum once completed, you'll end up plummeting to the floor below. But these are age old Smackdown problems and if you've lived with them so far you know what to expect.

Problems aside, *Smackdown Vs Raw* is looking the business. The chance to compete online is making us hot in anticipation, and the bolder graphics, new wrestlers and matches only fuel our eagerness to get hold of the finished code. This is going to be big. As usual. **Nathan Irvine**

WWE Smackdown Vs Raw arrives in it's traditional late November slot.

CLASH OF THE TITANS: Kane and Undertaker are about to go toe-to-toe

SEATED GRAPPLE

We've all seen it. Huge mentalist wrestlers like Kane, propping up their prey so they can deliver chokehold. It's been absent from previous games but *Smackdown Vs Raw* now features the seated grapple. Tapping ◎ at the head of a felled opponent will sit them up, and then it's up to you whether you want to boot them in the head, or throttle them in for a submission.

SPANKS VERY MUCH: Three strikes and the girls kiss. Nice.

PSM2 RECKONS

It's going to be brilliant. Fact. The enhanced story mode, an up-to-date roster and slicker graphics are going to make *Smackdown Vs Raw* one of the best fighting games on PS2. We're sure the guys at Yukes will Irish whip the impurities out of the game before the November 04 release date.

STOP PRESS!

STOP PRESS!

ROLL CALL

After seeing *Roll Call* at this year's Gamestars Live, PSM2 were keen to get another taste of SCi's frantic shooter. After getting to grips with it again, we're pleased to report that we're already anticipating a classic. *Roll Call* dumps you in the middle of an urban gang war, and while they get up to no-good, you get to fill them with lead. But in amongst the carnage you're faced with the tricky task of acting as the personal bodyguard to the emergency services. So while they're trying to put out fires and generally save people, you've got to gun down the criminals who are causing the ruckus. It's laden with dramatic structural damage such as collapsing ceilings and doorways. But rather than making your way to an alternative route you can order your fire-fighting friend to hack through the debris. Simple. On the whole, *Roll Call* is like combining the leadership commands of *Freedom Fighters* and the sturdy action of *Half-Life*. The result is a truly action packed adventure. Keep it PSM2 for all the latest news on 2005's (potential) smash hit.

STOP PRESS!

FIGHT CLUB

Arguably one of the finest films of the last decade is on it's way to the PS2. But after indulging in the preview code of *Fight Club* we've got suspicions of it being a soulless interpretation, of a classic movie and novel. *Fight Club*, the game, is quite simply a beat 'em-up, so anyone hoping to stealthily infiltrate a liposuction clinic (like in the film) is going to be disappointed. Don't get us wrong, as a straight-forward fighter *Fight Club* is competent. The X-ray depiction of snapping your opponents neck is reason enough to take a look and, as expected the action is brutal, and above all, seriously gory. For example, if you headbutt your opponent in the face, not only will he be covered in his own ooze but the whole screen will drip with blood. Nasty. That said *Fight Club's* may just 'another' fighting game with the exception of a film title attached. We'll know for sure next month how it shapes up in our review.

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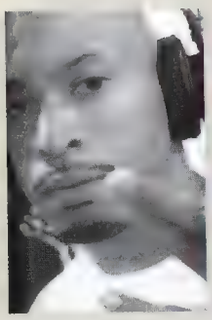
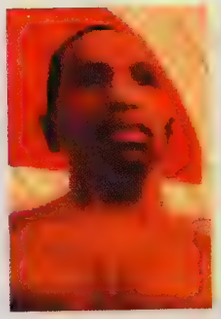
RAPPER TO STAR IN GTA

Little known US rapper Young Malay will voice *GTA:SA*'s lead character CJ according to a leading US games magazine – scotching rumours that badass (and no doubt expensive) musical artist 50 Cent will take the role. In an interview with the Official US PS2 mag, Rockstar supremo Sam Houser claimed his voice was 'powerful'. The choice of a relative unknown confirms Rockstar's belief that the game should take precedence over licenced talent – a different attitude to *certain* leading games publishers.

As reported in last month's SA Sentinel (PSM2#54), the involvement of veteran hip-hop geezer DJ Pooh was instrumental in the casting decisions. "Actually it was through DJ Pooh," confesses Young Malay, "He's been a producer forever... I was introduced, then the Rockstar family picked me up... I didn't know that Dan (Sam Houser's brother) was listening and I guess he was getting the idea about me being the voice right then".

According to further rumblings on the Internet Movie Database (www.imdb.com) – a comprehensive internet film resource featuring actor's biographies and their forthcoming projects – a number of GTA voice-over veterans





are set to return for *San Andreas*. Most notably, Frank Vincent will return as Don Salvatore, one of the lead characters in *GTA3* – a fact confirmed by character art on the official *GTA:SA* website. Other names include Bill Cobbs as Old Reece, Danny Dyer as Kent Paul (from *Vice City*) and – gasp – Hollywood legend Dennis Hopper as Steve Scott. Expect some surprise big name talent to appear in the finished game – Rockstar previously kept the presence of Burt Reynolds quiet in *GTA: Vice City* (whose character Avery Carrington appears on a sign in Las Venturas...)

PSM RECKONS *No 50 Cent, but who cares? It's refreshing to see a publisher focus on what's right for the role, rather than what's marketable.*

SCOTTISH BRIDGE IN GTA SHOCK

Developers Rockstar North are using their Scottish roots for inspiration – the latest shots from San Fierro feature a homage to the Forth Rail Bridge between Edinburgh and Fife (called the Kincaid Bridge in *GTA:SA*). This all but confirms the presence of a rail network in *San Andreas*.

SAFE HOUSES

We caught our first glimpse of a Safe House – where you save your progress – during our latest Los Santos demo (it's in CJ's home in Grove Street). Like *Vice City*, just walk into a shaft of light and you appear inside the building. The save point is depicted by a 3.5" floppy disk – very early 90s. The house interiors are much improved, with lush reflective floors.

RECRUIT GANGS

It's all about Respect. Your ability to recruit gang members depends on (including others) your clothes, how many graffiti tags you splash, and how well you perform in missions. Every time you raise your Respect level, you can add an extra member to your mobile posse, up to a maximum of eight (maybe more – it's being tweaked). Simply walk up to someone wearing your gang colours (green), hold R1 to lock on, and tap ↑ to recruit. You can even tell gang members to hold (tap ↑) or follow you (tap ↓). Don't worry – they carry their own guns and shoot automatically.

JUS' BLING IT

Didier Sachs – located in Los Santos swishy Rodeo area – is the place for all your blingin' jewellry needs, including chains, rings and watches. Expect a chunky Gnochi Watch to set you back $1500 – a significant sum even for the *GTA* economy. Jewellry isn't just cosmetic, it'll boost your Respect rating and let you recruit a larger number of gang members.

SUIT UP

We've seen the shopping feature in action at the Victim store in Rodeo. The player disappears into a changing room, you cycle through a menu, then he emerges and checks himself out. A pair of leather pants will cost $800, but you can also buy shades, shirts and hats. Match your clothes to your environment to maximise your respect.

ndreas
ISSUE 2

AIRLINE NEWS

CJ TAKES TO THE SKIES – NEW DETAILS

THE ROAD TO SIN CITY

Five minutes. That's all it takes to drive from Los Santos to Las Venturas (*GTA: SA*'s version of Las Vegas). We've made the drive on a Wayfarer (an old US-style travel bike with big luggage packs) and were shocked at how quickly the scenery faded from smoggy projects to towering neon. This is on the freeway that connects Los Santos directly to adjoining states, heading north past Mulholland to Las Venturas (see map p56/57) however. Doing the journey cross country will take you as long as half an hour.

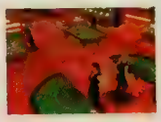
We cruised north up the strip (a decent approximation of real-life geography) passing spoof hotels like the Visage, Pink Swan, Pirates of Mens Pants and Caligula's Palace. Eventually, you arrive at a version of the old Las Vegas strip, with seedier casinos and a strip bar – look out for the huge neon Candy Suxx sign. Our journey ends at the V-Rock hotel (like the Hard Rock hotel), described by Rockstar as 'the only place to stay on the strip' – check the huge guitar on the driveway. Rockin'.

Cruising the strip is entertainment in itself. Asian (and black) Elvis impersonators pound the streets, neon pulses from twisting architecture and the roads chatter with open top cadillacs. It's a stark contrast to the Los Santos haze, or crisp open space of San Fierro. Soundtrack? Set the dial to Bounce FM (disco) or K-DST (FM) for some swinging old tunes.

PSM RECKONS *We've yet to sample the Las Venturas missions, but it's worth a trip for the staggering graphics and radio alone.*

CRAP'S YOUR LOT

The casinos are imposing in scale (if a bit empty), and a perfect place to multiply (or decimate) your earnings. Initially, you won't be able to play all the gambling games – you need to build up your skill using the RPG-style upgrade system. It's a blessing in disguise.



GAME ON

Casino games include Craps, Roulette, Blackjack and basic slot machines. In Blackjack (Pontoon or '21') use ◎ to hit, ⊗ to stick and ▲ to quit. You can raise the wager to any level – or bet *everything* on black.

MIX AND MATCH

It's vital to match your duds to your environment to maximise your level of Respect (letting you recruit more gang members and attempt key missions). Vests and hoodies might cut it in the Grove, but Las Venturas calls for suit trousers, jacket and aviator shades. Word.

PLANES: YOU FLY THEM!

You'll have control of *all* the airborne vehicles in GTA:SA – contrary to previous fears that private jets would only appear in city-hopping cut scenes.

In an exclusive interview with PSM2, Rockstar Product Manager Dean Evans revealed that the cut-scenes in the teaser trailer weren't misleading. "We've got the ability to place the camera anywhere. Rest assured, you will get to fly the planes". What planes? "Well, you'd need a pretty big aircraft to carry a gang of eight", he adds.

PSM RECKONS *Coastguard-style Seakings or Chinook choppers? That'd be telling...*

GANG WAR

We've seen a gang war in action during a mission in Glen Park (where CJ takes out a rival gang member who's been selling drugs), and were shocked by the similarity to Rockstars riot 'em up *State of Emegency*. Don't worry, the graphics and controls are much more sophisticated – it's just in terms of the volume of attackers. CJ initiates the war by taking out a few rival gang members (the map is blocked out purple to indicate it's Ballas turf). Suddenly, the map flashes red to indicate the war, and CJ has to survive wave upon wave of attacks. You can use cars and scenery to hide, while CJ will kneel and unleash deadly two-handed Uzi bursts. Last long enough and the map turns green (Grove St turf). Victory earns respect (so you can recruit more gang members) and magically delivers money to your home in Ganton, like owning properties in *GTA: Vice City*.

GTA:SA CAST – GET THE GOSSIP

She's been the face of *San Andreas* since the first screenshots were revealed back in May, but now the mystery blonde with *that* tongue finally has a name – Rochelle. At least, if the latest information from Rockstar's teaser website www.westcoastraplegends.com (a fake 'homiepage') can be believed.

It's a spoof website run by Big Smilky (in the style of *GTA: Vice City's* www.kentpaul.com) with shouts to seminal rappers such as Madd Dogg (see his mansion on p57 – prime for a takeover mission, eh?), OG Loc (see his slightly more modest home on p57 too) and – yes – Rochelle.

There's no picture, but she's described as the 'cheerleader of Hip-Hop' and an 'unapologetically blond and bubbly femme fatale'. There's more bumph on the site, but the key detail is that her later work – and we quote – 'exploited her, ahem, assets' with albums like Leg$ and Dangerous Curves. If she's not the blond in front of the Vinewood logo (where her ex-boyfriend Madd Dogg lives), we'll be amazed. Also confirmed are stoner mechanics Dwayne and Jethro (from *Vice City*) who appear on the official *GTA:SA* website map. PSM2 staffer Andy is convinced the Mystery Latino (above) is Maria from *GTA3*, but we're yet to meet her in the game. Not yet at least...

PSM RECKONS *The new teaser trailer also hints at a return for Vice City legend Kent Paul and porn star Candy Suxx. We're saying nothing, but we've already seen a familar face in a countryside.*

"WHO IS CESAR" YOU MIGHT ASK

As regular readers may remember, Cesar is dating CJ's sister Kendl and the pair hook up to steal cars from Wang Cars (hmmm?) in San Fierro. So now you know.

BOMB IT

In one San Fierro mission, you're asked to blow up a crack factory by Wu Zi Mu. After picking up a car bomb (A *GTA* staple) you've got to plough through goons in the yard, park up (in the flashing zone) then you've got 45 seconds to run away. When the guards lock the gates, you need to use a jump ramp and escape with an slo-mo Insane Stunt leap. Great.

HOTEL: FACT

As you drive through Mulholland, towards the Vinewood (Read: Hollywood) sign, you'll pass a *GTA:SA* version of the Chateau Marmont. Interesting fact: this is a homage to the real life hotel where Rockstar like to stay when in LA, and was where veteran Hollywood funny man John Belushi (of Blues Brother fame) died of a drug overdose in 1982.

BISKEL & SHUMBERT

America's most copyright infringing critical film duo... er, that's a *joke* legal eagles... return in a sketch no one understands to assess the new *GTA* trailer. If anyone knows what we're doing here and, er, knows the law... ack! run!

Biskel: "Guns 'n' Roses, strippers, blades, explosions... it's vintage Woody Allen."
Shumbert: "...".
Biskel: "I'm raising my thumb"
Shumbert: "I'm raising mine... UP YOUR ARS... <Fin>

SPORTS WORLD

"BMX'S RULE!" – CJ

Bmx'ing will play a bigger part in your formative spell in Los Santos than expected – including some incredible stair jumps and mad skills in the early Don Peyote pursuit mission. The Grove St gang meet up to bury CJ's mother, but are heartlessly ambushed by the Ballas in a brutal drive-by. You jump on your BMX to take pursuit, and everything kicks off...

Tapping ⊗ to furiously pedal, you follow Sweet on his bike, ripping up the main street and dodging cars. You can even hear the tyres humming on the hot tarmac. Sweet takes a shortcut and you need to leap down some giant stairs by bunny hopping – the longer you hold L1 the further you jump. Brilliantly, if you get ahead, you'll have to wait while Sweet pulls some tricks of his own. Stylish.

The Rockstar dudes also showed us some mean wheelie skills – and like all talents in *GTA: SA*, the more you practice, the better you get. The same applies to cornering. The more you ride, the sharper you can turn. We haven't seen it in action, but we're led to believe you can also pull 180°s and 360°s off larger objects. BMX'ing also burns fat – vital for when you've chunked out on Full Stack's at Cluckin' Bell. There are also half-pipes and skate parks to negotiate, but more of that below...

PSM RECKONS *While nowhere near as deep as* Matt Hoffman *or – ack –* BMX XXX, *the bike sections are crisp and responsive (if perfunctory). Best of all, you can take them anywhere – even the insane slopes of Mt Chilliad.*

BOAT TRAVEL

As we garbled excitedly about the prospect of proper planes, Rockstar were keen to point out there'd also be boats. We've seen a tiny motor boat, but we can safely expect something bigger – possibly for sailing between states and carrying your posse of gang members.

B'BALL

Basketball will be a side mission, like Valet Parking, Truck Hauling, Ambulance Rescue and – this last one isn't confirmed, but has been heavily hinted – Quad Bike racing. Success, naturally, brings a nice little side earner.

HALF PIPE SHOCKER

While cruising to Glen Park in Los Santos, we spotted some extremely suspicious half pipes and ramps. Rockstar refused to speculate, but they were clearly designed for skateboards. *Hmmm.* Also watch out for this dirt bike bowl in San Fierro's docks (below).

SHOWBIZ TONITE

SOUNDTRACK: FIRST LEAKS

PSM2 can reveal the first *tracks* from *GTA:SA*, after last month's revelation that Interscope Records will provide the soundtrack.

Guns n' Roses' 'Welcome to the Jungle' is on the trailer, but other confirmed tracks include Lil Louis' 'French Kiss', A Guy Called Gerald's 'Voodoo Ray' (on the GTA:SA website), NWA's 'Express Yourself' and *that* track from a seminal early '90s grunge band.

PSM RECKONS *Reggae, Rock, Dance, Breaks, Hip Hop, Country... once again, near perfect.*

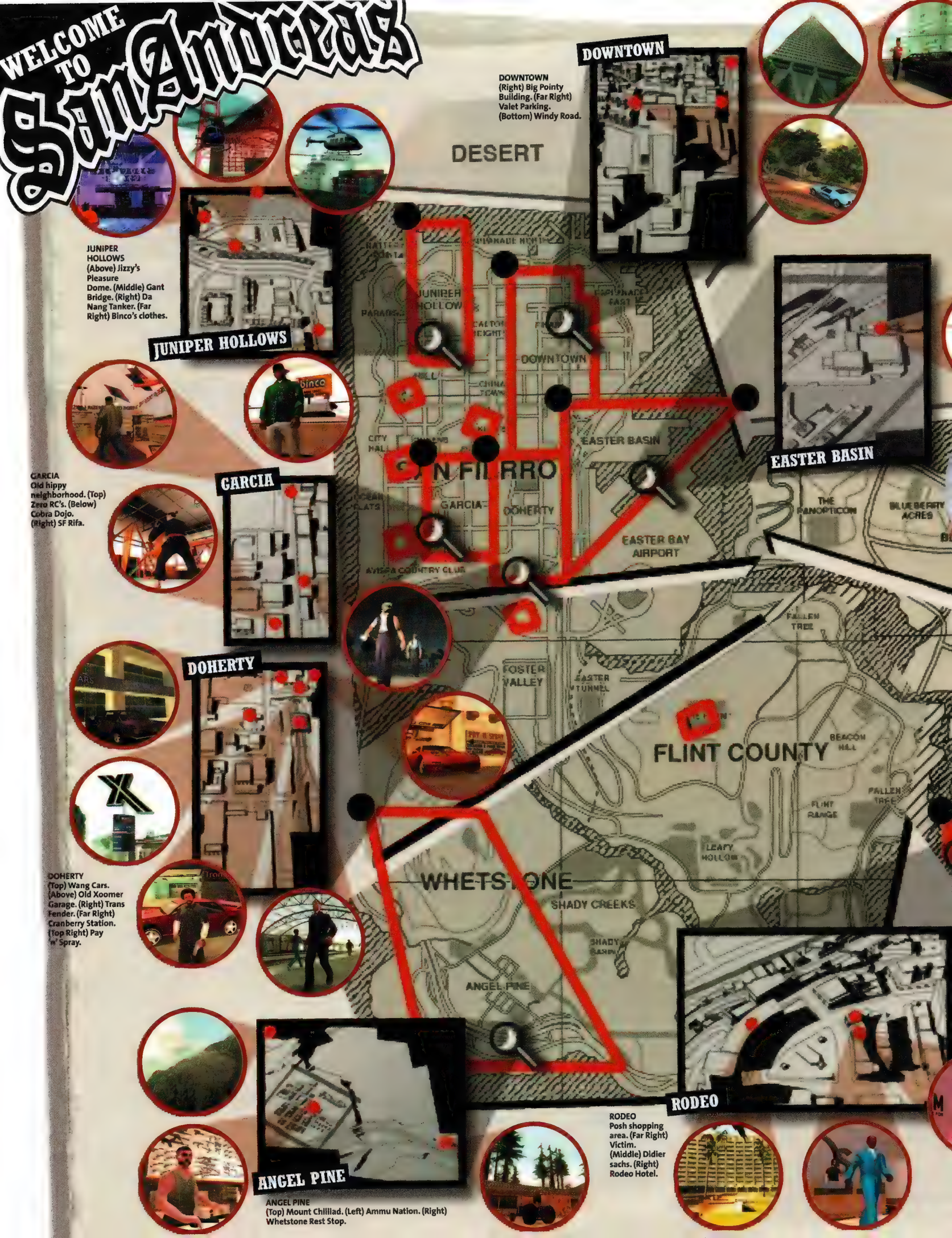
FOOD SHOCK

Goodbye Heart icons, hello greasy rack o' ribs – the only way to replenish your energy in *GTA:SA* will be by eating different foods, not by snagging unrealistic health pick ups like in *GTA: Vice City*.

There'll be a host of different foods, from The Well Stacked Pizza Company, to Burger Shot to Cluckin' Bell Chicken (see their locations on pg56/57). Different nosh will have different effects on your energy and – sadly – your girth. If you feed up every time you take a knock, you'll soon be a quivering man jelly, meaning surplus gym time to work it off.

Food is also surprisingly expensive, highlighting CJ's poverty stricken roots. You really appreciate it when you're raking in the coin later in the game. No word whether you'll be able to replenish energy from, ahem, 'professional' ladies yet, but there are some intriguing strip clubs in every state...

WELCOME TO San Andreas



DOWNTOWN
(Right) Big Pointy Building. (Far Right) Valet Parking. (Bottom) Windy Road.

JUNIPER HOLLOWS
(Above) Jizzy's Pleasure Dome. (Middle) Gant Bridge. (Right) Da Nang Tanker. (Far Right) Binco's clothes.

GARCIA
Old hippy neighborhood. (Top) Zero RC's. (Below) Cobra Dojo. (Right) SF Rifa.

DOHERTY
(Top) Wang Cars. (Above) Old Xoomer Garage. (Right) Trans Fender. (Far Right) Cranberry Station. (Top Right) Pay 'n' Spray.

ANGEL PINE
(Top) Mount Chiliad. (Left) Ammu Nation. (Right) Whetstone Rest Stop.

RODEO
Posh shopping area. (Far Right) Victim. (Middle) Didier sachs. (Right) Rodeo Hotel.

UNDER CONSTRUCTION

LAS VENTURAS

A BRIEF HISTORY OF

grand theft auto San Andreas

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THE GRID O' TRUTH

FEATURE	grand theft auto Vice City	grand theft auto San Andreas	VERDICT
GRAPHICS	Impressive sun filters and towering architecture, hampered by limited horizon distance (you can see the world 'stop' from high vantage points) and chugging scenery when you flew the choppers. The grating 'Trails' option – which gave everything a fuzzy glow – could thankfully be turned off. Overall – the visuals were more functional, than astonishing.	Impressive close detail (CJ's facial structure shames the podgy characters of *Vice City*), with much improved – though not perfect – draw distance. Neat visuals effects – like procedurally rendered (i.e. realistic and swaying) grass, atmospheric speed blur and searing sun coronas – create a greater illusion of inhabiting a living world.	While we prefer elements of the *Vice City* universe – the beach, the golf links... the general seaside vibe – *San Andreas* is technically superior and offers a greater diversity of environments. The sheer number of pedestrians, the jaw dropping rolling countryside and impressive (if creaky) draw distance seals it. No contest. WINNER: **SAN ANDREAS**
SOUNDTRACK	The scattershot combination of bands like Foreigner, Kate Bush and A Flock of Seagulls (who sang the iconic 'I Ran' title theme from the TV ads); from rock, to pop, to '80s synth power ballads, retains a kooky charm. Who can forget the first time they jumped on a motorbike to the strains of Michael Jackson's Billie Jean? Genius.	For sheer volume, *San Andreas* is hard to fault – three times the size of *Vice City*, with an early '90s theme – including genres from rap to country to dance to indie. Killer tracks include Marshall Jefferson's 'Move Your Body', NWA's 'Express Yourself' and L'il Louis' 'French Kiss'. Driving through the Mulholland hills as the sunset glistens purple through the wafting pine trees while listening to A Guy Called Gerald's 'Voodoo Ray' verges on the spiritual. No shit.	It's a matter of taste: polished '80s schmaltz versus gritty early '90s urbanism. To be honest, we're *slightly* inclined to *Vice City*, but *San Andreas* staggering diversity earns it a creditable draw. WINNER: **DRAW**
SHOOTING	Wonky auto-targeting meant you'd often be shooting at some feller thirty yards in the distance while another goon capped you in the face from three yards. Pathetic. That said, the Sniper Rifle was accurate (and rewarding), while the thrill of hitting a crowd of SWAT cars with a rocket launcher rarely fades.	A watered down version of the brilliant *Manhunt* control system offers hugely improved targeting, plus the option to take head shots for sure kills. You can also shoot two-handed, use cover and upgrade your accuracy stats (RPG-style) with practice. A huge improvement, but maybe *too* accurate – some early missions make capping goons look like a paper target shoot.	No contest, really. *Vice City* was intrinsically flawed, if workable, while *San Andreas* is ruthlessly functional, if limited compared to, say, the gymnastics of *True Crime* or *Max Payne*. Still, a welcome improvement and a big win for the *'Dreas*. WINNER: **SAN ANDREAS**
COMBAT	The punches and kicks were functional, but vaguely comic and unspectacular. Do we really need to boot a man in the face as he lies crying – in our feverish imagination, at least – on the pavement? Oh. Thought so.	You can now combine basic kung-fu moves with roughneck and wrestling styles to create your own personalised style. To be honest, it's still a bit basic, but the lock-ons are reliable, the ability to block is welcome and – as ever – hugely functional. It's another effective, *tiny* piece, in a huge mosaic of diverse gameplay brilliance.	A stern drop kick to the Saint and Greavsie's, and a swift one-two later, *San Andreas* emerges victorious. Obviously. WINNER: **SAN ANDREAS**
DRIVING	The emphasis is on arcade handling, with tight bends and exaggerated panel damage. Bikes aside – they were a bit fiddly, right? – nothing matches the thrill of nicking the sports car from the Crocket and Tubbs look-a-likes who work for the cops. Punchy, fun and responsive – each vehicle felt truly unique.	Hands up. We haven't driven every car in *San Andreas* – not by a long stretch – but the physics is equally rewarding. With comic vehicles like leaf carts, combine harvesters and – yes – pick up trucks, things can only get better. And we haven't even mentioned the modding, nitro boosts and hills of San Fierro... Don't get us started.	Both brilliant, but *San Andreas'* proposition of 'more, better, faster' wins the day. Dammit, you can even fly the Dodo *properly* this time... and, just maybe, a certain Apache gunship chockful o' homies... WINNER: **SAN ANDREAS**
SECRETS	Ah, such memories... from taking control of Diaz's mansion by brutal force, to driving Romero's Hearse (in one mission only), *Vice City* was ripe with surprises. What about the PCJ Playground, almost (but not *quite*) functional Dodo and – yes – tank? So much to savour...	We've barely scratched the surface, but expect – if Rockstar haven't led us to the wrong conclusions – cement mixers, private jets, a *huge* chopper (for carrying your gang) and – yes – skateboards. Well, the presence of half pipes in Los Santos is mighty teasing...	Do we need to continue? <YES! *Dan G*> Er, it's *San Andreas* again. Obviously. We don't need to explain why, because in a few days time – or maybe right *now* – you'll be telling *us*. Send you secrets and novel finds to us at psm2@futurenet.co.uk. WINNER: **SAN ANDREAS**
MISSIONS	Who can forget Death Row? We must've died *thirty* times until we started using the shotgun to rescue Lance. For every brilliant mission – nabbing the bank robber's outfit in The Heist, or running over hired goons in a golf kart during Four Iron – there were arduous duffers like tracking people's wives in Waste the Wife, or the sheer difficulty of Supply and Demand. Missions were a mixed bag, but never stale and challenging.	Early missions are distressingly linear, like shooting the cops on your tail in Reuniting the Families (reminding us of, gak, the driving bits from *Enter the Matrix*), to the scripted hot moments when you crash through a barrier. Typically, the scale and diversity expands into missions like The Da Nang Thang, which include swimming, stealth, hand-to-hand combat, guns and *blades*.	Currently, it's too early to call and despite our ingrained rage about Death Row – gyah! – we're calling a draw. Hard line, eh? Oh, and like Rub Out in *Vice City*, *San Andreas* suffers from aggravating missions where you rely on your AI buddies. Lance! Gyah (x2)! WINNER: **DRAW**
STORY	Spoilers ahead. Still here? Good. Lance's homoerotic buddy-buddy act always looked like going bendy, so his 'betrayal' wasn't that shocking. The enforced property acquisition missions in the second act felt like a slightly bloated way to increase longevity – and where *certain* members of the PSM2 team lost interest. Not Nathan, mind, he finished the game *once*. Twice would be mental.	We're too early through the plot to decide, but the multiplicity of characters – and hidden motivations of family members – holds greater promise and less predictability. Who killed CJ's brother? What role does Maccer play? Why wage war in Las Venturas? These are the questions keeping us up at night. Along with the usual worries about death, bills, ladies and the essentially ephemeral nature of existence. Naturally.	It's... <drum roll>... oh why bother? *San Andreas'* plot is far more cinematic – a real Holywood-style epic – building genuine empathy for CJ and his tortuous plight. It makes *Vice City* look like a roughly plotted comic book. WINNER: **SAN ANDREAS**

FINAL SCORE:

With six wins and two draws, it's *San Andreas* by a Flint County mile. It's just a much better game – the same elements emphasised to the max, and supplemented with a trove of extras. It'll take 150 hours to complete. Seriously.

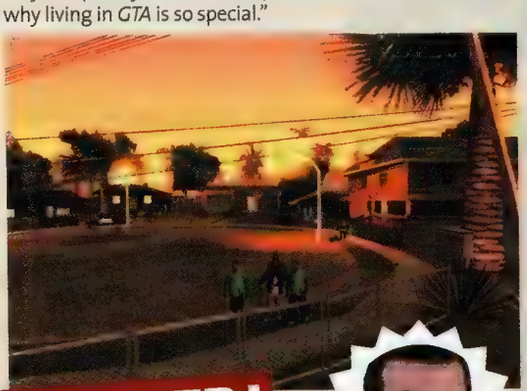
100% BRUTAL TRUTH

WHAT THE PSM2 TEAM REALLY THINK!

MOODY!

Andrew Kelly, Staff Writer

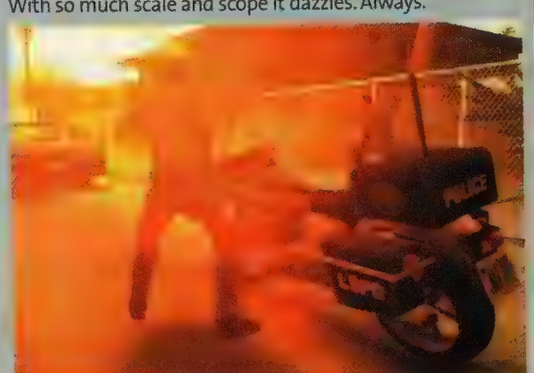
"I'm looking forward to getting away from it all. Sunny strolls by the beach, biking into the countryside, cruising the rain-soaked streets of San Fierro, circling Mount Chilliad in a helicopter. Forget the gang-bangin', drug-pushin' and thug-slappin' – I just want to soak in everything the state has to offer. Maybe a lonely, moonlit walk from one end of the desert to another in nothing but a pair of pants? Spending quality time in San Andreas is going to be like life, only completely free of consequence and retribution. This is why living in *GTA* is so special."



DAZZLED!

Daniel Griffiths, Editor

"It's finally here. After scrutinising every screenshot for hidden details, musing over the lettering of the logo and word for word transcribing the *cut-scenes*, it's everything we expected. What do I reckon? I reckon it's better than *Vice City*. *Obviously*. It's so ambitious it could have collapsed under the weight of expectation, but Rockstar have maintained the perfect balance between freedom and storyline. The annoying quirks of *Vice City* have been fixed (targeting, fighting) and the gangland vibe is sheer genius. With so much scale and scope it dazzles. Always."



BRAINY!

Milrford Coppock Esq, Art Editor

"Two words sum it all up for me. Shock and awe. I can't wait to sample the incredibly detailed world that Rockstar have produced. They amazed us with their attention to detail and '80's culture in *Vice City*, but *San Andreas* seems to be on an entirely different level. We've already seen fake radio stations, fast food joints and phalic Gameboys, but God knows what else have they managed to pry from their brain and include in their luscious urban sprawl? I'm also curious to see how much weight I can put on before I die..."

SCARY!

Nathan Irvine, Staff Writer

"Since I'm too tight to stump up for gym membership in real life, I'm looking forward to pumping iron in San Andreas. The thought of painlessly indulging in a rigorous training plan to turn CJ into a ripped Adonis is my way of addressing my own physical deficiencies. Once I've beefed up, I'm off to every martial arts class to become the ultimate fighting machine. Forget your Uzi, I'm going to create a walking weapon. Then it's all about hitting the streets of San Fierro, shirtless, for some mindless violence."

PSM2 RECKONS

IN FOR A SHOCK...

First impressions? Disappointing. The graphics aren't *significantly* improved, and the early missions are too linear. In short, it's *Vice City* in Los Angeles. But here's the thing. *San Andreas* doesn't dazzle at this range. You need to get *close* to see the detail – to see CJ chewing gum, to admire the creases in designer suits, to hear pedestrians chatting ("Sup, you shoulda seen he..." conversation fading as you swagger away) and to marvel at that swaying grass in the country. In fact, scratch that. You need to get *distant*. You need to climb Mt Chilliad and see the clouds swirling over the horizon. You need to steal the Apache chopper and see Las Venturas under the oily night sky. It's poetic. Seriously.

THE LAST WORD

The shooting is *much* improved – not as complex as *Manhunt*, but snappy and functional. The RPG-style system – your skills improve the more you practice – is invisible, but effective. The early missions are action focused and satisfying. In Reuniting the Families, you can see your stats race up (9.0. 27.0... 198.0) with every copper felled. The game *grows* as you improve. It makes *Vice City* feel tiny.

It's daft. It's complex. It's *deep*. It'll take 150 hours to complete, but five minutes to *enjoy*. It's like *living* in another universe. The consequences might be fake. But the emotions are real. Buy it. Play it. Savour it. Because this might – just *might* – be as good as it gets until PS3. We rarely get this excited about anything. It's just a game. But, hell, so is life. And in this one we'd never, *never*, fly a private jet to Vegas, take on a US SWAT team in an Apache chopper and bet $10m dollars on black. Overhyped? Yeah. Brilliant? Without any cynicism or irony... *Believe*.

STOP PRESS!

READ THE WORLD'S FIRST REVIEW OF SAN ANDREAS TODAY.

HTTP://GAMESRADAR/MSN.CO.UK/PSM2/SANANDREAS

"CONSULTING OUR NOTES READS LIKE A PETTY WHINGE-LIST OF MINOR NIGGLES" KILLZONE SEE PAGE 64

Revie

PLAYED TO DESTRUCTION BY PS2 EXPERTS

68 THUG 2
At last it's considered better to hammer into the ground face first than to land a trick. That's us sorted. Tony Hawk goes all Jackass on us. But is that good?

72 ROCKY LEGENDS
Rocky overflows with Rockiness in a bid to out-Rocky the last Rocky, which was chock-a-Rocky in the first place. You know it.

84 STAR OCEAN
Square Enix's latest RPG epic is actually subtitled 'Till The End Of Time,' and it's nearly taken us that long as well. You're going to like this...

You want more?!
We've got reviews of Crash Twinsanity (68), X-Men: Legends (72), Sly 2: Band Of Thieves (74), and Terminator 3: Redemption (76). Will that do you? Well there's more too!

WELCOME...

DAN G

HMMM, seems great games are like buses – you wait ages for one and then it's bright red and late and full of elderly lunatics whose sweat froths like waves as they try to stop boys in Burberry caps slashing at their purse straps and stealing their cats. Wait. No. Ignore that.

We do, however, have a considerable number of very big titles for you this month, so much so it's been tough fitting them all in. If only we'd thought of making the words smaller. Like this.

Bend one eye towards p26 and you'll notice we have the exclusive review of *NFS Underground 2* – the sequel to the best selling driving game of last year.

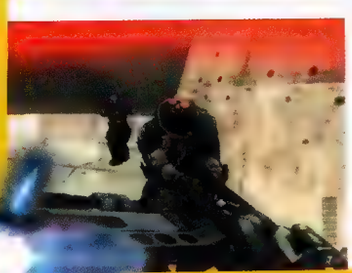
But soft! What corpse through yonder window breaks? Here we have the finest assessment available of '*Halo*-beater' *Killzone*... can it really live up to the hype and take the first-person shooter world by storm? To be honest... ah, the review! Read the review! And then there's a little game called *GTA: San Andreas*? But you're probably not so bothered about that one, right? I know I'm not. Only joking. It's back on page 52

Stop reading this. You'll go blind

DEFINITIVE REVIEW! ▶ PAGE 64

KILLZONE

Sony's long-awaited FPS comes under fire



PLAYING PS2 LONGER, HARDER,

▶ DANIEL GRIFFITHS
EDITOR: "Wait a mo..." said G, thick with three months' dust, "...this is the wrong paper thing!" And he threw himself to the ground. Next month: Dan looks at the right paper thing.
SPECIALIST IN: Driving
FAVE GAME THIS MONTH:
Burnout 3: Mental Breakdown

▶ DANIEL DAWKINS
DEPUTY EDITOR: Oh sure, he looks kind and approachable here, but in reality he's very different. Eight foot tall, surly and made of metal, Dan is actually... no, Dan, stop it! Dan! *Back!*
SPECIALIST IN: Extreme Sports
FAVE GAME THIS MONTH:
Pro Evolution Sock Drawer 4

▶ JORIN SIEVERS
PRODUCTION EDITOR: Still haunts us with (grammatically excellent) tales of all-day surf and fireside beer, though it's illegal for him to buy a car in France. Hah! This is actually true. Oddly.
SPECIALIST IN: Living The Dream
FAVE GAME THIS MONTH:
Winding Us Up Via Email

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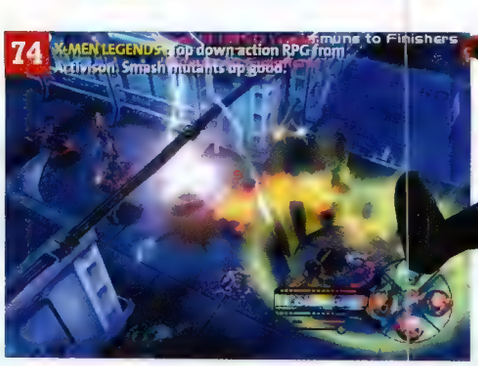
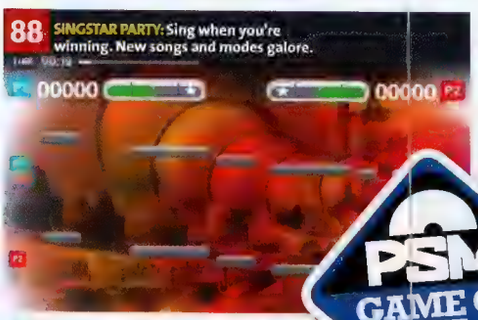


RESULT! ▶ PAGE 94

PRO EVOLUTION SOCCER 4

Quite simply the best football game ever made



PSM2 GAME OF THE MONTH

PSM2 SCORING

PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of a 100 rather than "three stars out of five", here's what those scores mean:

0-29	Shoddy nonsense that deserves a hoofing. If you see a game with a score below 30, move away from the shelf and look elsewhere.
30-49	Some fun to be had and it might even look nice graphics-wise, but the gameplay and design are sure to be seriously flawed.
50-69	An average score for an average game – no major faults. This is fine for die-hard fans of the genre or if you're after a decent budget release.
70-84	Now we're talking. A massively entertaining game that only just misses out on being really special. This will offer top value for money.
85-89	Get your wallet out! Playing as good as it looks, a game in this tight scoring band will be a near-classic and comes highly recommended.
90+	Unmissable. Essential. Superb. Classic. A game that scores over 90 deserves all the plaudits it gets and is guaranteed to push your PS2 to the next level. If you're a real gamer, you will need this game.

AWARDS

If you see one of these fellas, you know your luck is most definitely 'in'...

PSM2 BRONZE AWARD

Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

PSM2 SILVER AWARD

Awarded to games that score over 80. A top quality, cracking game is guaranteed.

PSM2 GOLD

Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH

The best game in the issue. If you're getting only one game this month, get this!

U.S.Robotics

PSM2 plays online wirelessly with US Robotics hardware

FASTER THIS ISSUE:

▶ NATHAN IRVINE

STAFF WRITER: Nathan continues to be polite, quiet and entirely reasonable company. We're just waiting for him finally crack and erupt into a murderous fury.
SPECIALIST IN: Sports, Action
FAVE GAME THIS MONTH:
Kill Kill Kill Killzone

▶ JES BICKHAM

WRITER: Are you busy, Jes? "Ah ha hah! Ha ha ha

INFOSTRIP

DETAILS
Developer: Guerilla
Publisher: SCEE
Players: 1-16 online
Memory Save: 63kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"THERE'S SO MUCH GREAT STUFF HERE THAT YOU CAN'T FAIL TO BE IMPRESSED"
PSM2#51

GAMEFAX
FPS | PS2 | Sci-fi | Hard

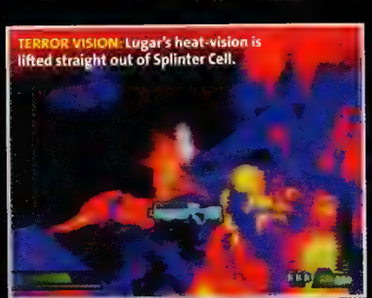
TRIVBURST
- Four playable characters, each with unique weapons and mid-level sub-mission events to deal with.
- 11 huge levels, each split into four sub-sections.
- 16-player online game

THE MON£Y SHOT
The superb beach-front/docks levels are fantastic. Hundreds of Helghast to kill. Multiple moments of stealth/noisy action. Great.

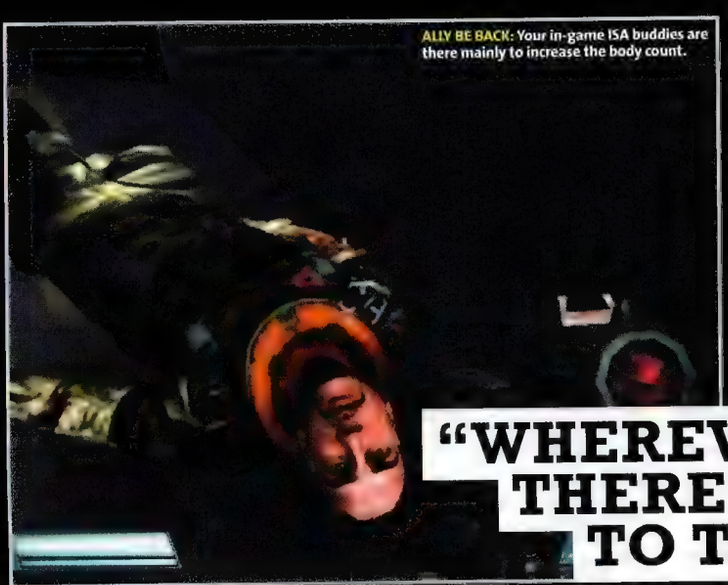
"WATCH FOR THE EYES GLOWING IN THE GLOOM. THEN AIM BETWEEN THEM..."

KILLZONE

Much anticipated. Agenda-setting. Benchmark-busting. The next generation of PS2 game is here. Worth the wait?


TERROR VISION: Lugar's heat-vision is lifted straight out of Splinter Cell.

TOP OF THE CORPSE: Templar looks on disapprovingly as you top a Helghast.


ALLY BE BACK: Your in-game ISA buddies are there mainly to increase the body count.

You know you're onto something when you're taking screenshots of a game and you begin imagining how great it's going to look on the page. When you're pressing the 'grab' button on the 'grabber' and every frame it lifts and tucks away on the hard-drive is a work of art. *Killzone* is one of those games. We have, in the past, spent hours trying to make some games look anything other than shit, but with *Killzone* we just press the button... Perfect. Press again. Perfect. It's impossible to make this game look anything but brilliant.

There are two reasons why. Firstly, it does look great. Obvious really. Behind the scenes the *Killzone* engine is swap-changing detail models, overlaying textures on top of each other and doing all it can into fooling your PS2 (and your eye) into displaying (and perceiving) more detail than any game before. Study the folds of the enemy uniforms. Study the creases of the in-game

"WHEREVER YOU TURN THERE'S DETAIL OFF TO THE HORIZON"

TOP 5 ZONES

- Zone of the Enders
- Twilight Zone
- Erogenous zone
- (Highway to the) Danger Zone
- Boyzone

GAMEPIE

- **50%** Hiding behind boxes
- **30%** Reloading
- **10%** Worrying about not having the right character/gun
- **10%** Shooting your own men by mistake.

CAN I GET A REPLAY VALUE?

After beginning the game as all-rounder Templar you meet up with other characters culminating in a choice of four. Not only does each play slightly differently but, depending on who you pick, the events of the levels are skewed slightly to show off their skills.

RED MESSED: The red flashes show where you're being hit, ie, everywhere.

ABSEILING AWAY: Watch out for open spaces – they [illegible] dropship drop off.

BALDLY GO: The Helghast come in loss of different [illegible] and sizes. Such as these big bald fellas.

"CONSULTING OUR NOTES READS LIKE A PETTY WHINGE LIST OF MINOR NIGGLES"

character's faces as they chat to you – detail that just a couple of short years ago would have been phenomenal in a pre-rendered intro sequence.

Secondly *Killzone* looks so good because it knows how to fill a frame. Stand still for a moment and count the buildings/grassy hillocks/muddy trenches/shops/windows/corpses/advertisments/ruins etc. Etc. ETC!... Most games labour long and hard on lining your avenue of action with some decent scenery (a smashable box here, a flickering monitor screen there) but *Killzone* just heaps it on. Wherever you turn there's detail bimbling off to the horizon. In the distance cannons fire off at unseen invaders and smoke rises from wrecked vehicles you couldn't possibly reach or would ever want to. We tried *sooo* hard to catch it out. Find the boundary where the artists said 'Sod it, they'll never notice'. But we couldn't. Even on the level's edge you're deflected back onto the desired course by believable obstructions that gently nudge you forwards. We've played games that rely on idiot proof flashing arrows and we've played games that let you blunder around blinkered, lost in a maze of grey and brown mush. *Killzone* keeps you on track simply by offering something actually interesting and inviting just ahead – constantly. It's a game you'll begin playing and want to complete just to know what amazement lies around the next corner.

The action takes place on Vector – a Dutch-looking planet (perhaps due to the locale of Amsterdam-based developers Guerilla? Perhaps?) where the resident (evil) Helghast rebels have broken away from the Earth's ISA forces and must be put back in their box. You play not as one but your choice of four ISA troops as you meander through a mission that features rescues, escapes, plot-twists and even a little romance.

So, it's a game that has got the lot. And perhaps that's its undoing. Consulting our notes after days of play reads like a petty whinge-list of minor niggles – all of which were brought on by the game's big ideas. The four-characters are a great idea but why can't you switch between them mid-level? Thanks to the diversity of action on offer (frantic massed battles interspersed with sniping and creeping) you're frequently equipped with the wrong man (or lady) for the job. And are you supposed to play through the whole game as one character then play through again trying another? Or should you keep replaying missions as each of the characters on offer to better notice the clever changes in routes through the levels each is treated to? And

EXTRAS! EXTRAS! EXTRAS!

Multiplay Offline!

- Not got a Network Adapter? You can still play the team games of the online mode against (and with) AI bots – right up to the full (AI) 16 players. And there's a two-player split-screen deathmatch mode in there too. Bonus!

"ITS RELENTLESS TOUGHNESS MAKES YOU FEEL AS THOUGH YOU'RE REALLY ACHIEVING SOMETHING"

JELLY AND RIFLE: Templar's unique weapon packs a machine gun and grenade launcher in one.

anyway, how are you to choose who to play as when you *haven't played the level yet*?

Similarly much has been made of the enemy AI. The Helghast will flank you. Hunt you down. Be indistinguishable from real players. Oh no they won't. Try popping around a corner and having a pot shot at a few of them. Wait for a few moments then pop back round for a second shot. What are they doing? Ducking and covering? Radioing for reinforcements? Or even just *ducking behind a box*? No. They're still stood there waiting for you to stick your head out again. The brilliant new AI that prevents them from aimlessly running around the corner into your waiting line of fire also makes them stand around waiting to be killed. You just try coaxing one down a corridor from his preset start point or (heaven forbid) down some stairs. Similarly try and get one of your buddies who fight alongside you to usefully engage the enemy. No mate YOU go first... The whole game AI is here to give the impression of intelligence rather than deliver the real thing. Stop playing, or retread your steps and the game stops around you. Play like an

MULTI-PLAYERS

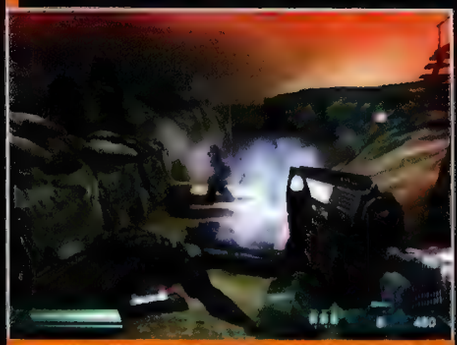
There are four playable characters revealed as you meet them in the game. At the start of the levels you choose who you want with the game AI controlling the other(s). Templar is the good all-rounder. Lugar is the female stealth assassin. Rico is the heavyweight loudmouth and Hakha is a half-Helghast spy who combines the resilience of Rico with the ability to slip past Helghast defence systems.

AFTER PARK: This level is a real highlight. Creep through, sniping from the bushes.

ROGER MELEE: Get this close and the option to bash him appears.

GUN FOR YOUR LIFE

Ever wondered where most of the heroes of FPS's stash their multiple weapons? Yes, the makers of *Killzone* wondered too which is why – like a certain other high profile FPS [cough, *Halo*] – you're very limited in what guns you can carry at one time. In fact you can only carry two and a small sidearm or knife. Each character comes equipped with their own unique weapons but these can be ditched as you find new ISA guns at bases or take weapons from fallen Helghast. As a rule the Helghast guns are slower, but more powerful, with massive ammo clips to save on reloading. Our favourite single gun however has to be Lugar's mini machinegun/sniper rifle with both functions built into one gun available as primary and secondary fire. Also special mention to Templar's Aliens-style assault rifle with grenade launcher.



EXTRAS! EXTRAS! EXTRAS!

Online mode WIP

■ We've played the *'Zone* online and we're impressed with the performance. There are 8 huge maps to play on currently with only a hint of slow-down occasionally. We'll have an update of the final maps and modes next issue.

idiot, shoot your own men or rely on them to kill people for you and you won't get anywhere. It's all well-programmed deceptive, superficial fluff.

Fortunately it's bastard hard fluff too. Don't think that beating the *'Zone* for all its dumbness is a breeze. The painfully lengthy reloads of most weapons and tiny clips of others mean that the game has a unique – and brilliant – all-new duck 'n' cover gameplay. DO NOT play it on 'Easy'. Play on 'Normal' and taste the pain. Shuffle from cover to cover, pop up, shoot, reload, repeat. Don't taunt the guards or rely on your buddies to do anything useful – just single-handedly work forwards killing anyone that stands in your way and it's great.

Sure, there isn't the action/adventure/discovery gameplay of *Half-Life* but compared to *Medal of Honor* this is taking things to the next level. Side by side with the frivolous and fun *TimeSplitters 2* though is a trickier contest. The bleak future setting will be instantly more appealing to many . And the delivery of true online play keeps promises *TS2* broke meaning that, for this reviewer at least, *Killzone* comes out on top.

The new click-down-to-run feature (and stamina bar) make dashes for cover as exciting as shooting and the peering through the gloom trying to line-up the sniper weapons is laden with tension. But most of all it's the great level design, sheer number of enemy to kill and it's relentless NAILS toughness that makes you feel like you're actually achieving something rather than just playing another game.

We did throw the pad down a few times as Helghast refused to drop despite emptying clip after clip into them. And then go toes-up with a single faceshot... Something to do with the thickness of the armour? We don't care, it's not clever, it's annoying. Same your limited armoury making you sacrifice your sniper rifle for a fat noisy rocket launcher just before (what turns out to be) a sniping section. Ho ho! You got me! Smartasses.

But these are all (and we mean ALL) minor gripes. *Killzone* owes a debt to another FPS [cough, *Halo*] and can truly, proudly hold its head up as PS2's answer to it. From the strength bar that tops up as you rest to the nicking of weird weapons you find, there's a catalogue of brilliant (and stolen) ideas here. If you're the least bit taken by what we've described we implore you to buy *Killzone*. It isn't an amazing new concept – rather it's THE state-of-the-art PS2 game. And who could as for any more than that? **Daniel Griffiths**

■ *Killzone is released on November 19th*

"IT HAS UNIQUE, ALL-NEW DUCK 'N' COVER GAMEPLAY. PLAY IT ON 'NORMAL' AND TASTE THE PAIN..."

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Fun and adventure through great design. – Fakey AI makes it a bit of a duck shoot at times.	+ Absolutely stunning throughout. – Frame-rate can stutter a little at busy times.	+ Great music, great acting. It's great. – The Helghast shouts can be a bit repetitive.

LIFESPAN

Eleven huge, four-part levels will take you a week to crack – longer on 'Hard' difficulty. Online could keep you at it indefinitely.

MINUTES — YEARS

IT'S BETTER THAN...

MEDAL OF HONOR

IT'S WORSE THAN...

METAL GEAR SOLID 2

A gorgeous, big, weighty, important event-game that makes good on most of its grandiose promises. Easily in the top two FPS shooters for PS2 alongside *TS2*.

88

INFOSTRIP

DETAILS
Developer: Neversoft
Publisher: Activision
Players: 1-2
Memory Save: 136kb
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"IT'S EFFECTIVELY TWO GAMES IN ONE THIS TIME AROUND"
PSM2#51

GAMEFAX
Extreme Sports / Stupid / Hard / Sequel

TRIVBURST
- Two games in one; classic mode and career mode.
- Switch between team members and special guest skaters.
- Use EyeToy to insert your face into the game.

"THUG GETS DUMBER AND DUMBERER BUT IT'S STILL A WORTHY SEQUEL"

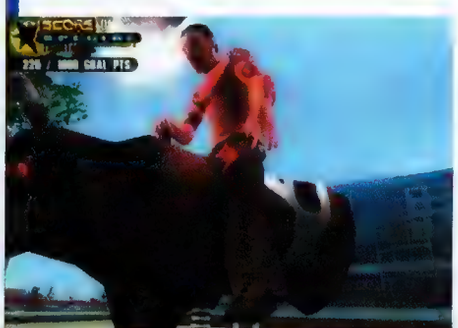
THUG 2

Forget all that ludicrous Jackass nonsense – this is classic Hawk with more tweaks and features than ever before.

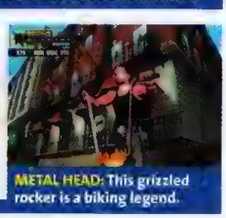
Using the new 'Focus Mode', you can concentrate on a specific trick and it makes hopping between rails easier. Bullet Time, basically.

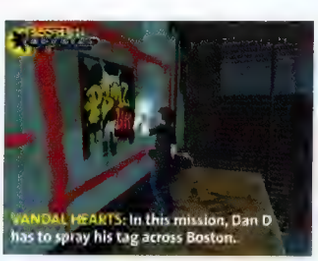
UNINVITED GUESTS

Each level in story mode has two hidden 'Guests'. When you find them, you can take control and they have their own set of mission objectives. The Boston level features biking madman Jesse James on a flaming Segway scooter and Benjamin Franklin, whereas the Skatopia Park stage lets you shoot around as Sasquatch. Meanwhile Barcelona sees you take the mantle of Steve-O... riding a mechanical bull. It's completely rubbish.


A LOAD OF OLD BULL: Here's Steve-O in all his glory. Sadly, he's an absolute nightmare to control. Worse than *THUG*'s vehicle bits.

GENTLE BEN: Ben has some slick tricks up his frilly sleeve.


METAL HEAD: This grizzled rocker is a biking legend.


VANDAL HEARTS: In this mission, Dan D has to spray his tag across Boston.

VIEW ASKEW: The scale of the levels is very impressive. This is Boston in all its glory.

This is a game for idiots. Shameful idiots with fat, stupid faces. The type of people who spend their nights glaring at pensioners, snickering and dropping concrete slabs on railway lines. In fact, it's so excruciatingly waggish that we found ourselves cursing the planet and everyone in it for hatching something so preposterous. But in saying that, there's also a bloody good game nestled here that takes the tried-and-tested *Hawk* formula to near-perfection. It's just obscured by a smokescreen of witless, blundering toss.

Jackass has been a clear influence on *Hawk* since uncouth prankster Bam Margera first popped up in *THPS3* to replace defectee Bob Burnquist, but now the *entire game* is a shameless homage to falling on one's arse. Among others, bare-arsed lunatic Steve-O makes an appearance and mission objectives regularly involve slamming into things, lobbing fruit at pedestrians and performing outlandish aerial stunts. Overall, it's hideously unfunny and the cutscenes are akin to watching all four series of Coupling back to back with commentary from Kriss Akabusi.

"TAKES THE TRIED-AND-TESTED HAWK FORMULA TO NEAR-PERFECTION"

But that's the bad and the ugly – what of the good? Well, like most things, *THUG 2* has a silver lining and it comes in the form of Classic Mode. Sick of Bam Margera's incessant crowing? Then make your way through the game by completing classic objectives like collecting SKATE, finding secret tapes and grinding hard-to-reach areas. Going through this mode lets you see all of the levels and you can play as various pro skaters including Mike Vallely, Rodney Mullen, Chad Muska (sans ridiculous half-mullet) and a whole host of other skaters from the last five games.

The levels themselves can't be faulted. Not only are they impressive in scale, but the amount of meticulous detail crammed into every rift, crevice and orifice is fascinating. The frame rate rarely drops, even when you're viewing the entire level from one of the many 'drop points' scattered throughout each stage. There's even a convincing day/night cycle and some neat weather effects which heighten the atmosphere and make everything look super nice. The character models are fairly weak, however. They seem to have

QUESTION...
Budding actor and Jackass founder Johnny Knoxville owes much of his success to a popular skateboarding magazine, but which one?

GAMEPIE
- 40% Shaking your head in disgust. Why, Tony?
- 30% Switching the many awful songs off.
- 20% Creating your mug with EyeToy.
- 10% Irksome Americans.

ANSWER
Why it's 'Big Brother' of course. Knoxville approached the editor with one of his stunts which ultimately led to MTV picking the series up.

TAGGING TASK: Design and spray your very own tag. The colour, font and positioning features are quite complex.

BAM AND EGGS: The Jackass prankster is particularly good at street skating.

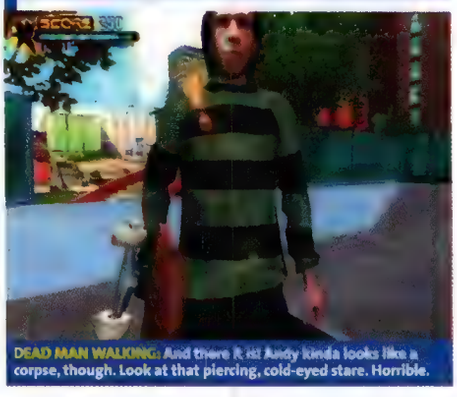
SKITCH TEA BISCUITS: Hang onto cars like Marty McFly. If you time it right, you can be launched forwards at double speed.

CREATE ME DO

In the first truly novel use of EyeToy from a non-Sony product, you can map your face onto a created skater. You could do this in *THUG*, but it was a long, drawn-out process that involved mailing an image to Neversoft, hooking your PS2 up to the net and downloading it from their server. Now everyone can enjoy the feature.

LENS OF THOUSANDS: Fill the screen with your face and make sure the light levels are right. Too bright and it looks like arse.

POINTER SISTERS: You have to place four markers on your eyes, nose and mouth. The game then figures your face shape out.



DEAD MAN WALKING: And there it is! Andy kinda looks like a corpse, though. Look at that piercing, cold-eyed stare. Horrible.

"THE JACKASS STUFF WILL APPEAL DIRECTLY TO CLUELESS TEENS"

gradually deteriorated in quality since *THPS3*, but this is understandable when you take into consideration the sweeping level design.

As for the soundtrack, well... it's diverse, we'll give it that, but it's perhaps the weakest yet. They've included Johnny Cash's Ring of Fire (which is a tenuous link to the famous 'Poo Joust' Jackass skit), Frank Sinatra's 'That's Life' and The Doors' 'Break On Through', a song that's not actually about breaking *anything*, rather a lucid description of the effects of LSD. Great tracks, but carelessly slapped on amid an onslaught of generic hip-hop and screeching pop-punk. They've single-handedly cheapened some of history's finest music by having it accompany scenes of inherent stupidity; another indication of the series' cultural downfall.

As is becoming a habit with *Hawk* series, almost every facet of the game can be customized. Firstly, there's the greatly-expanded Create-A-Skater menu. There are countless shirts, shoes and accessories to deck out your skater, and get this; using EyeToy, you can now map your face directly into the game without having to fiddle around with the online stuff that the first *THUG* required. With enough tweaking and positioning you can create your gurning boat race. Even if you do look like a Mr Potato Head version of yourself.

Then there's the ability to create your own board graphic and spray tag using a fairly comprehensive pixel editor. You can position and rotate text, choose fonts, apply styles and import a large range of pre-made borders and backgrounds. The only limit is your imagination. There's also the return of the Create-A-Park and Create-A-Trick features, so by combining everything on offer, you can cobble together a character completely individual to you.

Ultimately, *THUG 2* has been created with a very specific demographic in mind. For a start, the default story mode character is a kid and even if you create yourself as an adult, the cutscenes still suggest otherwise. The Jackass stuff will appeal directly to clueless teenagers, and by slapping Bam Margera on the front who people associate with japery, pranks and madness, the game will attract an entirely new group of people. The game we know and love is still there, but it's been lost betwixt fat men in nappies and a zombie on a bloody tricycle. **Andrew Kelly**

■ *THUG 2 should be skitchin' stores right now.*

PSM2 VERDICT

GAMEPLAY
- + The engine that we've grown to love is tighter than ever before.
- − Crap mini-games.

GRAPHICS
- + Vast environments with no draw-in whatsoever.
- − Poor character models and some dull levels.

SOUND
- + Some good tracks...
- − ...and some frankly awful ones that you'll end up switching off.

LIFESPAN
Mountains of challenges in both Classic and Story mode, and the Create-A-Park feature should lengthen the experience further.

MINUTES

IT'S BETTER THAN...
THUG

IT'S WORSE THAN...
PRO SKATER 3

Slick, aqueous gameplay concealed by a thick mist of innate dumbassery. This is a worthy successor to *THUG*, but we get the feeling that we've seen it all before.

89

INFOSTRIP

DETAILS
Developer: Traveller's Tales
Publisher: Vivendi
Players: 1
Memory Save: 29Kb
Widescreen: No
50-60Hz: No
Surround Sound: No

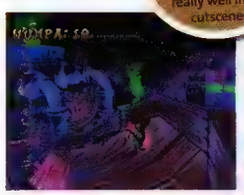
PUBTALK
The smart arse thing to say down the boozer.
"There have been over ten Crash games – even a kart game, *Crash Team Racing*. Vivendi recently took up the license from Sony."

GAMEPIE
30% Collecting wompa fruit.
20% Smashing crates
20% Collecting more wompa fruit
20% Smashing crates
10% Weeping

GAMEFAX
Platformer / Sequel
Kiddies / Easy

TRIVBURST
- New 'go-anywhere' approach to the *Crash* series.
- Script by *Ren & Stimpy* writer Jordan Reichek.
- Three playable characters: Crash, Cortex and Nina.

WOOD FOR THE TREES: Hah! Cortex is being stung to death by bees! Hilarious!
THE MONEY SHOT
The pain each character has to suffer as a consequence of being forced to work together comes through really well in the cutscenes.


WUMPA: SO...

HAND IN HAND: Lead Cortex around and collect fruit. Fantastic.

APE ESCAPE: These apes chuck apples at Crash. And rightly so.

"INEXPLICABLY POPULAR. PREDICTABLY DISAPPOINTING"

LARGER THAN LIFE

A mainstay of the *Crash* series, the massive boss battles, return for this version. They're all visually very impressive, and the new element of having Cortex with you increases the strategy level. As ever, you need impeccable timing, manual dexterity and unflinching reactions to deal with the larger-than-life evil buggers.

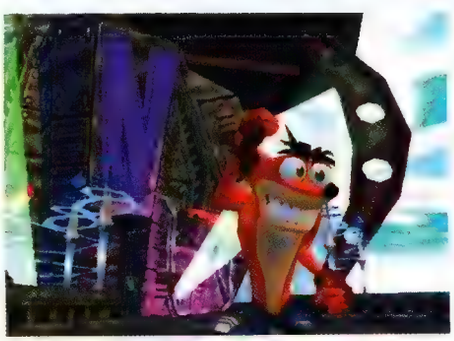
size suggest otherwise. More of a mental challenge, really.

a fair amount of finger-twiddling agility.

CRASH TWINSANITY

Hideous PlayStation mascot Crash Bandicoot and his nemesis team up. With not-so-hilarious consequences.

The designers of *Crash Bandicoot* obviously think that there's someone out there who desperately wants to be a tiny creature with a grin so punchably smug that it makes mince-haired motoring pundit Jeremy Clarkson seem almost bearable. People play videogames for the element of escapism – controlling a sinister secret agent or a warrior from the Wilderness of Death – but who wants to be a fuzzy little irritant?

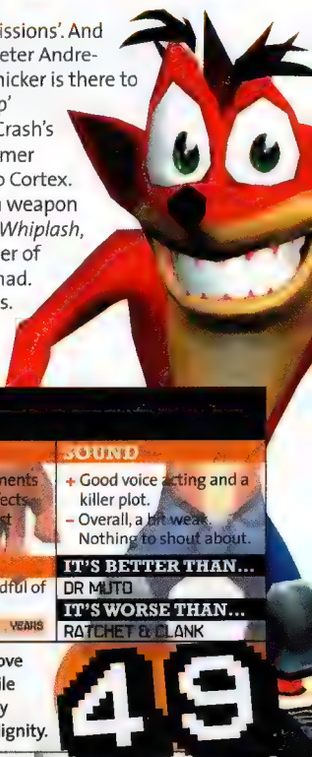


But we digress. Even if Crash Bandicoot *is* deeply unlikeable (and we think he is) it doesn't mean his games are a load of old toss, right? Well, that depends on what type of gamer you are. *Twinsanity* is desperately simple platforming at its most fundamental, elevated only by its heritage and visual aptitude. The awful on rails gameplay has gone, but its pseudo-free-roaming replacement doesn't fare much better. If you're content with mournful vanilla platforming that tests neither brain nor thumb to any great degree, *Twinsanity* should rock your tiny, clueless world. Otherwise, get your paws on something like *Jak & Daxter* for a dose of *proper* platforming.

The game is visually very accomplished. The environments are vast and detailed, although unseemly invisible borders and walls often prevent you from achieving *true* freedom. Meanwhile interesting spot details like flocks of seagulls, fish being thrown from spurting geysers and fluttering chickens bring the levels to life and give the whole package a disarming sense of polish. Get down to the gameplay's bare bones, however, and you'll find a lacklustre platformer with terrible collision detection and mundane, joyless tasks posing unsuccessfully as 'missions'. And before you ask, the Peter Andre-style *Twinsanity* monicker is there to describe the 'madcap' table-turner that is Crash's partnership with former arch-nemesis Dr Neo Cortex. You can use him as a weapon in the same style as *Whiplash*, and there's all manner of 'hilarious' fun to be had. Just not by us, thanks.

Andrew Kelly

■ Crash *is out now.*



PSM² VERDICT

GAMEPLAY
+ Nice and easy for the kiddies.
– Simple, frivolous and not much fun

GRAPHICS
+ Beautiful environments and clever spot effects.
– Some levels are best described as grim.

SOUND
+ Good voice acting and a killer plot.
– Overall, a bit weak. Nothing to shout about.

LIFESPAN
Easy mission objectives and little more than a handful of levels make this a short-lived experience.
MINUTES — YEARS

IT'S BETTER THAN...
DR MUTO

IT'S WORSE THAN...
RATCHET & CLANK

All a bit pointless, really. We've no love for something as simple as this while *Ratchet* and *Jak* just get increasingly complex. Let Crash die with some dignity.

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INFOSTRIP

DETAILS
Developer: Venom Games
Publisher: UbiSoft
Players: 2
Memory Save: 95KB
Widescreen: No
50/60Hz: No

DOT.COM
www.rockythemovie.com
Head down to the official movie website for all your Rocky needs. You can download wallpaper and screensavers and check out the cast's biographies.

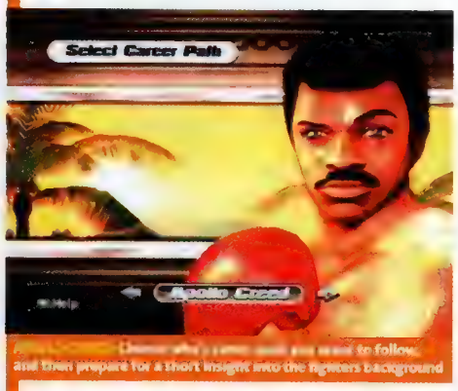
GAMEFAX
Beat-em up
Film tie-in
Hard
Sequel

TRIVBURST
- 40 boxers including 26 new fighters
- 20 boxing venues from The Docks to a Vegas Casino
- Fight through 4 story modes with Rocky, Clubber, Ivan Drago and Apollo

"20 YEARS ON ROCKY STILL PACKS A PUNCH"

FIGHT FOR YOUR RIGHT

Rocky Legends **allows you to play through a story mode with one of four characters. As well as playing as the Italian Stallion, you can follow the glory trail of Ivan Drago, Clubber Lang and Apollo Creed. This consists of training and fighting your way to the top of the boxing ladder. It's not very original, but the chance to find out how each character got to the top is cool.**



ROCKY LEGENDS

Ubisoft's heavyweight comes back tougher than ever, but it looks like someone should throw the towel in on this one...

When it comes to fighting games, PSM2 can mix it with the toughest of difficulty settings without a hitch. *Soul Calibur 2*? No problem. *Hyper Street Fighter 2*? Bring on Ryu and his 2D chums. So when we heard that Venom Games had overhauled the original *Rocky* with a bothersome AI, we weren't phased. Not even a teensy bit. However, ten pummelling's later, and we've faced more canvas than Pablo Picasso. The temptation to opt for the 'novice' setting was now flirting with our bruised egos. But surely that'd be too easy? Well at least we thought it would be. Even on 'novice', *Rocky Legends* is like fighting Lennox Lewis while he's wearing a Kevlar jump suit. It's that hard.

We're always suspicious of games that seem to be difficult for difficulty's sake, and unfortunately *Rocky Legends* deserves a good ticking off. After the enjoyable punch-fest of the original *Rocky*, we anticipated that this would stick to its pick-up and play roots, while offering fans a further slice of the movie action with an in-depth story mode. What we *definitely* weren't expecting was a near identical rehash of the original game, with the only recognisable change being the frustrating AI. After all, how could they follow a game that had everything 'Rocky' in it already.

OK, *Rocky Legends* isn't an awful game. It's packed full of the arcade style button bashing that will keep you enthralled for weeks. Unfortunately, one of the main attractions of *Rocky* was that it was instantly accessible, but thanks to the unforgiving AI opponents this is no longer the case. You'll feel like you've just done ten-rounds with a seasoned heavyweight by the time you get to grips the difficulty setting. It's *that* annoying.

Rocky Legends feels particularly soulless due to the monotony of pad mashing that's involved, which as we all know, isn't exactly innovative. The most fun we beat out of it was during the training modes. Participating in Bemani style exercises is more amusing than it sounds, especially the skipping workout. Even the chicken chasing sections are more pleasurable than being repeatedly hammered by the computer.

Each of the 40 characters feels exactly the same once they're in the ring, and aside from the different punch combinations that each fighter has, you won't feel any change. So if you perform the R1 super punch with one of the games generic boxers, it'll feel just the same as swinging with a powerhouse like Clubber Lang, so there's no real incentive to pick a *good* boxer. Another niggling problem that keeps eating away at our enjoyment is the fact that each boxer defends as if they're covered in treacle. Although you can now push

PUBTALK

The smart arse thing to say down the boozer.

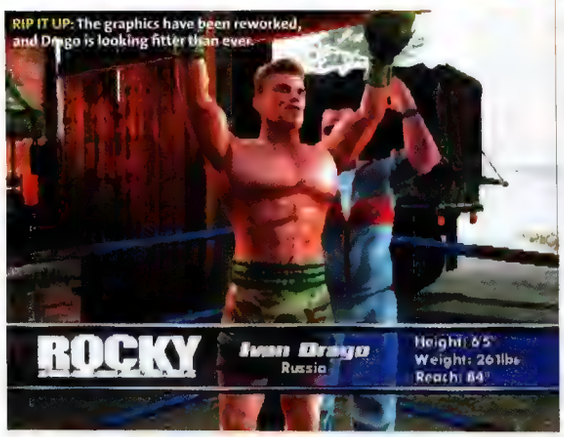
"One of the biggest mistakes Sly Stallone ever made was turning down the role of John McClane in the Die-Hard."

TOP 5 ROCK

- Granite
- The Rock
- Kid Rock
- Rocky Robin
- Blackpool Rock

GAMEPIE

10% Chasing Chickens
40% Picking yourself off the canvas
40% Bashing the pad into submission
10% Singing along to the soundtrack



RIP IT UP: The graphics have been reworked, and Drago is looking fitter than ever.

MERCY: Knockdowns are more varied this time. Just look at that big girl beg.

"IMPROVED FACIAL MODELLING AND AN INCREASED DESIRE TO SPLASH AROUND THE CLARET"

Fury mode kicks in. Controls go strong as haymakers. Shit.

THE MONEY SHOT

Entering the Fury mode after picking yourself off the canvas and laying your opponent out with some last ditch punches. Superb.

A PUNCH IN THE SHOPS

As you fight through the story mode, you'll be rewarded with cash, which can be spent in the shop. In here you can purchase extra fighters and venues for exhibition matches. There's also the chance to take a nostalgic look at the original movie trailers from all five Rocky films.

Classic cuts from all of the Rocky films have found their way into the game. It's worth watching them for the music alone. "Da-da-da-da-da-da-da-da-da-da-da"

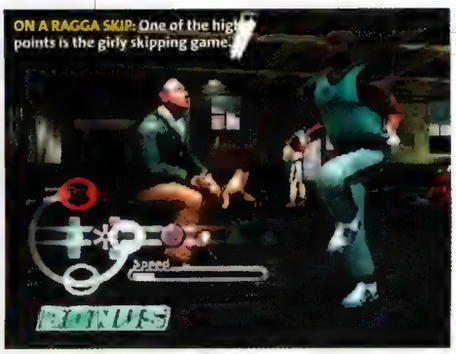
your opponent away as a last ditch defence mechanism by pressing L1 and SELECT, if you hold L1 to sway out of the way of an assault your fighter suddenly becomes thirty stone heavier. While you struggle to compose him, you'll find yourself one hit away from being KO'd, on numerous occasions. Suffice to say, your game plan will have to be 'punch, or be punched' rather than the ol' 'bob and weave' technique. Some will argue that *Rocky Legends* should be all about the frantic action, but even the man himself had to defend during his silver screen tussles. There is an incentive to carry-on fighting though, and it comes in the form of the new Fury mode. When your fighter's being pummelled, you can activate the Fury by pressing SELECT. Once activated your punches will become quicker and harder in a desperate attempt to pull off a stunning comeback. The only downside is that you won't be able to block, but if you've read the previous lines you'll know that that it's a fruitless exercise anyway.

On the plus side, if you don't like the seriousness of boxing games like the excellent *Fight Night*, then *Rocky Legends* has all the face contorting action you'll need. There's not a great deal wrong with the game as a whole, because its fighters are still capable of raising a smile when they lift an opponent from the mat with a huge uppercut. There's also the sadistic joy of witnessing the mutilated features of your opponent between rounds, which have been become even more gruesome, thanks to the improved facial modelling and an increased desire to splash around a little claret.

At the end of the day, *Rocky Legends* is a decent game, but there aren't any vast improvements from the original to coax you into parting with a slightly budget price £29.99. Its main draw is going to be upon fans of the film, but for anyone looking for something original, this isn't the place to be. *Fight Night* beats it on practically every front.

Hopefully Rocky won't be performing one of his miraculous comebacks, in the near future. Stay down for the count Rocky, you've had enough mate. **Nathan Irvine**

■ *Rocky Legends is in games shops now.*



ON A RAGGA SKIP: One of the high points is the girly skipping game.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Frantic toe-to-toe action and some fun training sessions. – No frills punch-a-thons	+ More polygons mean more contorted facials. – The 'duck & weave' is seriously slow.	+ Rousing soundtrack lifted from the films. – It's not the real voice actors. Shame.

LIFESPAN

Play the story mode on Contender and it'll take you weeks though whether you'll have the will to go the distance is questionable.

MINUTES — YEARS

IT'S BETTER THAN...
BOXING CHAMPIONS

IT'S WORSE THAN...
FIGHT NIGHT

While needlessly difficult, it's still an enjoyable arcade-style boxing game. We're disappointed that the game hasn't improved from the first one.

66

INFOSTRIP

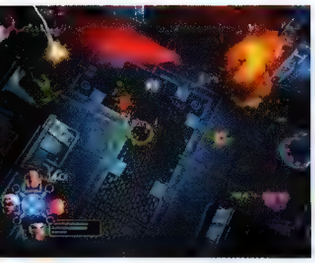
DETAILS
Developer: Raven
Publisher: Activision
Players: 1-4
Memory Save: 76kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

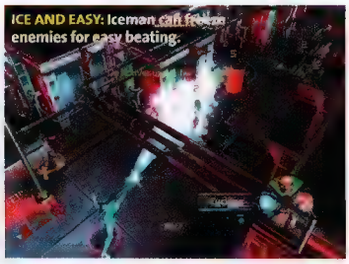
PUBTALK
The smart arse thing to say down the boozer.
"While performing a jumping stunt, actor Hugh Janus (Wolverine) caught his spuds in a safety harness."

GAMEPIE
50% Padding around boring levels.
30% Always choosing Wolverine.
10% OTT enemies.
10% Pyro's rubbish English accent.

GAMEFAX
Action
RPG
Official License
Original

TRIVBURST
- Customize your squad with 15 X-men characters.
- Complex RPG system for total character customization.
- Play cooperatively with 3 others or work with the AI.




ICE AND EASY: Iceman can freeze enemies for easy beating.

CARD SHARK: Gambit chucks explosive cards at people. Naturally.

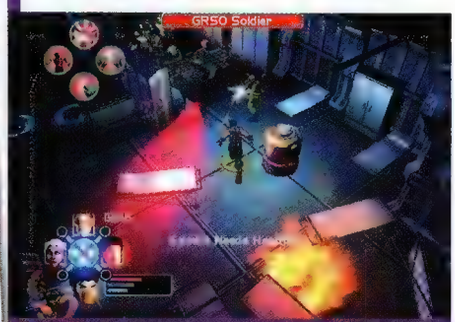
FLAMING GALEN: Combined skills usually result in spectacular light shows.

THE MONEY SHOT

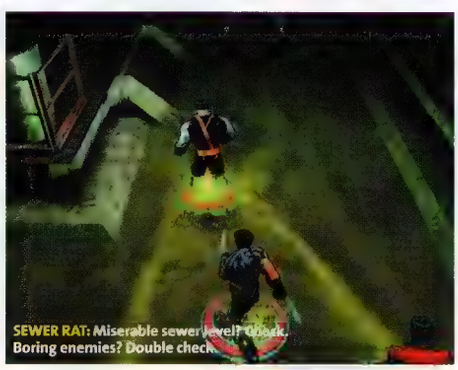
Pulling off combo moves with two characters usually happens by accident and is super-effective in battle. Master it and things get easier.

HOME SWEET MUTANT HOME

The game's hub comes in the form of the X-Men's plush X-Mansion. You can wander around at will, checking out people's bedrooms, snooping around in their drawers, visiting famous rooms from the comic books and generally arsing around. If you want to start a mission, enter the war room. You can buy items from Forge, the X-Man whose power is 'making things'. Sorry, mate, but that's not a proper power. You're just a welder.



FIRST AID: If another character needs health, they'll start crying for help. They can die, so keep track of who needs aid.


SEWER RAT: Miserable sewer level? Check. Boring enemies? Double check.

"PROFESOR X'S STUDENTS GO ON THE RAMPAGE"

X-MEN LEGENDS

Get physical with the men of X and fight for your right to exist in this top-down action RPG. How profound.

On one hand, *X-Men Legends* is an incredibly enjoyable action RPG. There are obvious parallels with *Baldur's Gate* and *Combat Elite*, but in many ways it's far more complex than either of those games. However, all too often a cluster of unseemly problems crop up and sour the experience. Firstly, it's violently dull. It's like being locked in a tiny, windowless room with a Shed 7 album playing on loop. Then there's the difficulty curve – one minute it's uncompromising in its hardness, the next you're effortlessly fluttering through missions like you're some kind of videogaming ninja. What's going on?

Backing up the action is a fairly involved RPG-style customization engine. All the X-Men have swathes of stats and powers that can be upgraded and fiddled with. For example, make Wolverine a heavy-hitter by notching up his strength and strike ability, while Storm or Ice Man can be upgraded to become powerful magic users or ranged attackers. Of course, you ignore this function entirely and tap circle for an automatic allocation of stat points, but where's the fun in that?

For each mission, players can choose a maximum of four X-Men to join their party. Fifteen of the series' most popular characters are available including Cyclops, Storm, Jean Grey, Colossus, Gambit, Wolverine, Ice Man, Rogue and even Professor Xavier (voiced by famous baldy Patrick Stewart). Each character has a heap of special powers, all of which can be upgraded and toyed with, and there are even character-specific dual-combos that can be learned and used in battle; Wolverine's claws and Ice Man's ice blast collude to create a lethal ice-swipe-thing, for example. And of course, every X-Man needs a nemesis, and the *Legends* enemy roster features the likes of Mystique, Pyro and Magneto to battle with.

Safe to say, fans will be mightily satisfied with the game and the script has been written by a studio of comic book veterans, Man of Action. Top quality all round, then. Sadly though, the top-down action is too tedious and repetetive to keep casual fans interested. If the RPG elements and plot had been tacked onto a proper 3D action adventure it would have been amazing. There's a good game in the making here. **Andrew Kelly**

■ *The X-Men are invading stores now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Nice RPG elements and varied combat. – A bit boring, really. Too much wandering about.	+ The environments are nice and detailed. – Cel-shading doesn't suit the top-down view	+ Good voice acting and fight noises. – Repeating dialogue and awful techno music.

LIFESPAN
RPG fans can spend decades fine tuning their characters and the main story mode is lengthy and challenging.
MINUTES — YEARS

IT'S BETTER THAN...
FALLOUT

IT'S WORSE THAN...
BALDUR'S GATE

An average action RPG with a few nice features that could've been fleshed out more. If you're an avid X-Men fan, add another five points.

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INFOSTRIP

DETAILS
Developer: Sucker Punch
Publisher: Sony
Players: 1
Memory Save: 483Kb
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

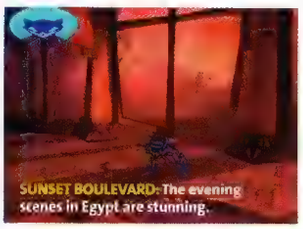
PUBTALK
The smart arse thing to say down the boozer.
"The voice of Murray, was a judge on Australia's version of Pop Idol. He's also a singer, bassist and drummer... all at once! Possibly."

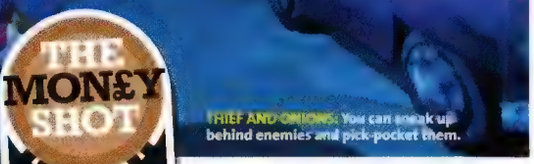
GAMEPIE
30% Sneaking about a bit
30% Slashing with your sickle
20% Pouncing on hapless guards
10% Getting caught red-handed

GAMEFAX
Platformer
Sequel
Funny
PS2 Exclusive

TRIVBURST
- Play as 3 characters; Sly the thief, Bentley the brains and Murray the muscle.
- Pull off exciting heists by combining skills.
- New open-ended missions and free-roaming levels.

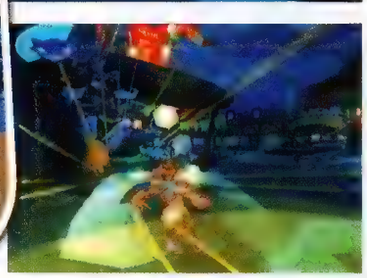
ROOF FAIRY: [illegible] rooftops to avoid [illegible]


SUNSET BOULEVARD: The evening scenes in Egypt are stunning.


THIEF AND ONIONS: You can sneak up behind enemies and pick-pocket them.

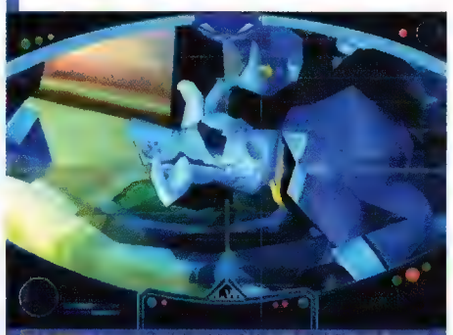
THE MONEY SHOT

Creeping up behind a feckless goon, shoving your sickle up their arse and then knocking them out cold with a brutal smash to the floor.



SCAN FLAKES

Tap R3 and your character will pull up their super scanner gizmo. With this you can scope out waiting mission objectives and find your hideout as well as zooming into enemies, taking reconnaissance photos and sniping from afar with Bentley's tranquilizer crossbow. It's also useful for admiring the lush visuals in greater detail, if that kind of thing is your bag. It's really rather useful.


SPY FICTION: Learn enemy movement to slip past them [illegible]. Alternatively, you can slash them up with your sickle.

PINK ABOUT IT: Murray can lift gates and the like to let you through. An example of the team work mechanic.

"SNEAKIER THAN A GREASED-UP SOLID SNAKE"

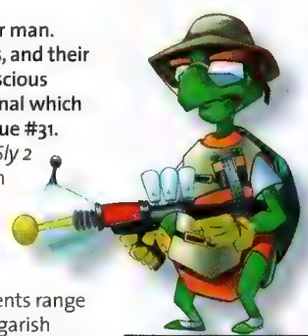
SLY 2: BAND OF THIEVES

Classic platforming with a sinister edge. Steal from the rich and give to... well, yourself. Who said crime doesn't pay?

Sly Cooper is a filthy rotten *thief*. Not a sunken-eyed lowlife nicking crisps from the corner shop or a witless delinquent pocketing CDs in HMV, but a floppy-capped, stripey jumper-wearing rogue with a swag sack slung over his shoulder and a wiley grin on his face. Then there's Bentley, his wily tortoise accomplice who serves as the brains of the operation. He's a lover, not a fighter, so he renders his foes unconscious with a well-placed tranquilliser dart. Finally, we have Murray. He's a hulking pink hippo who's partial to crushing things under his almighty Earth-straddling bulk. Need something breaking or lifting? He's your man. Together, they form the Band of Thieves, and their exploits are charted throughout this luscious sequel to the equally-decent 2002 original which we awarded a keen 80% way back in issue #31.

It's evident from the moment that *Sly 2* first springs into life that the production values are very high. The wonderfully stylized cel-shaded visuals, having pilfered more than a few ideas from Gamecube's *Wind Waker*, have improved tenfold over the original. The environments range from shadowy Parisian boulevards and garish nightclubs to ancient Indian temples and dusty streets teeming with traffic. Spectacularly, perching on rooftops lets you see for miles, the draw distance is remarkable, and the frame rate rarely wavers. It's a definite feast for the eyes.

Now, the most important thing to consider when reviewing a platform game is the collision detection. If you're falling through platforms or merging into scenery, there's little point. The very nature of the genre demands solid-as-a-block level design, and herein lies *Sly*'s problem. The levels are beautiful and are packed with things to do, but controlling Sly feels mysteriously cumbrous, and as a result the rest of the game suffers. For the most part it works fine, but occasionally you'll stutter at the edge of a precipice or topple awkwardly into a group of enemies through no fault of your own.



The *GTA*-influenced mission structure is an interesting change of pace for a platformer and you can perform tasks and missions in any order in the free-roaming environment. The game is generally heaps of fun, the voice acting is splendid and the '60s heist movie-style soundtrack gives the game a touch of class. Excellent platforming for those awaiting *Jak 3* or for anyone who wants a change from the norm. **Andrew Kelly**

■ *Steal from nasty folk at the end of the month.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Exciting missions, solid gaming and fab puzzles. – Controlling Sly still feels a bit slow and odd.	+ Beautiful, detailed and full of character. – The cel-shading won't be to everyone's taste.	+ Funny script and an atmospheric score. – Some poor European 'hard house' music.

LIFESPAN
Massive, varied environments containing scores of missions and sidequests. Fans of collecting things will play it for longer, natch.
MINUTES — YEARS

IT'S BETTER THAN...
SLY RACCOON

IT'S WORSE THAN...
JAK 2: RENEGADE

Better than the first game, but still lacking that certain *something*. Not quite a must-buy, but worth a few days of anyone's time. Give it a whirl, eh?

81

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DISLIKES:
STRANGERS
HOBBIES:
SHOOTING

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INFOSTRIP

DETAILS
Developer: Paradigm
Publisher: Atari
Players: 1
Memory Save: 190Kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PUBTALK
The smart arse thing to say down the boozer.
"While filming the first *Terminator* movie, Arnie went to an LA restaurant with full 'half face' makeup on, complete with exposed jawbone."

GAMEPIE
40% Utterly rubbish one-liners.
30% Restarting the level.
20% Pressing the L1 'quip' button.
10% Making things explode.

GAMEFAX
Action
Robots
Official License
Hard

TRIVBURST
- Pluck objects from the environment and use them as makeshift weapons.
- Loads of vehicles to nick and blow things up with.
- Dialogue from Austrian Oak, Mr Schwarzenegger.

JEEP SHOT: This chase mission is surprisingly h[illegible]

POWER LUNCH: Absorb health from enemies.

SEVEN DEADLY CHINS: He's old, but he still kicks arse. With guns!

BANG CHUNG: The particle effects are very impressive, as this shot indicates.

"WELL HE DID SAY THAT **HE'D BE BACK...**"

OPENING UP

The opening sequence of *Redemption* is an impressive 'interactive' cut-scene that sees you (The Terminator) being powered up by a pair of rebels. In a fun twist, you've changed allegiance and you're fighting *against* the CyberDyne forces. You walk through an impeccably rendered underground base that's alive with the sounds of war. As you reach the door, the young chap who patched you up is shot down and you leave the building, entering the raging battlefield outside.

VIEW TO A KILL: Flicking on Terminator Vision increases your accuracy and shot power. It also looks very cool.

ARMY MEN: A brilliantly detailed section. This soldier is checking out one of the lady soldiers' arses, for example.

TERMINATOR 3: REDEMPTION

Almost a year after the dire *Rise of the Machines*, this surprisingly decent action caper turns up.

The first *Terminator 3* game was irredeemably shite, so the *Redemption* moniker is rather fitting as developers Paradigm (creators of the N64 classic *Pilotwings*) step in and make good with the license. It's not outstanding, but it doesn't smirk of the soullessness that begat its predecessor. And it hasn't 'magically' appeared in the shops before we've had a chance to review it either.

Taking the mantle of the titular humourless anti-hero, players get to stomp around the post-apocalyptic battlefields that made the opening throes of *Terminator 2* so appealing. Scorched skyscrapers dramatically topple as laser fire rips across the abandoned highways of what was once Los Angeles, and you're in the thick of it with nothing but a rifle and a convoy of rusty jeeps to protect you. It's exciting, but in the same way that last month's *Demon Stone* duped us, you soon realise that you're simply being guided through a series of dramatic set-pieces without deviation. The screen even flashes 'Wrong Way' if you try to turn backwards.

That's not to say the combat lacks depth. It's hardly *Splinter Cell*, but what it lacks in style it more than makes up for in raw, face-mincing brutality. Almost everything you pepper with gunfire breaks, snaps, shatters or explodes, especially when you're at the helm of gun emplacements or enemy tanks. The Terminator himself even gets shredded and torn, revealing *that* famous glowing red eye. Pleasantly, aiming for different body parts also yields results; shooting away a robot's legs forces it to crawl towards you. Also, the much-lauded vehicles are great to drive and range from jeeps, armoured buggies and motorbikes to the trundling T1 robots from the third film. The variety of weapons, vehicles and environments is refreshing, and it ensures that you never tire of the limited combat.

Most of the levels in *Redemption* are split into very distinct sections. For example, a mission that begins on foot will almost always escalate into a heated chase sequence in an armoured jeep ending with you gunning from a helicopter. It's not all grim battlefields either; several sections take place in present-day LA and revolve around the pulsing chase sequence from the film. *Redemption* is by no means a bad game, simply a misguided one. If the combat and visuals were applied to something with a little more depth, it *could've* been a very good shoot-'em-up. Unfortunately, the tunnel-like level design and lack of exploration is its downfall. **Andrew Kelly**

■ *Get physical with Arnie; he's out now.*

PSM2 VERDICT

GAMEPLAY
+ Intense action and magnificent set pieces.
– Terminally shallow. Lacks the depth it so deserves.

GRAPHICS
+ Brilliant textures and a flawless Arnie likeness.
– The camera can be a bit flip-happy at times.

SOUND
+ The sounds of war are rousing and cinematic.
– Horrendous repeating one-liners and quips.

LIFESPAN
It's an incredibly hard game, so the 14 levels will last a good long while if you're particularly cack-handed.
MINUTES — YEARS

IT'S BETTER THAN...
TERMINATOR 3

IT'S WORSE THAN...
THE THING

A competent movie license that improves immeasurably on the weak original. Enjoyable shooting action for a trifling 20 quid. You could do worse.

66

INFOSTRIP

DETAILS

Developer: Bandai
Publisher: Atari
Players: 1-4
Memory Save: 15KB
Widescreen: No
50/60Hz: No
Surround Sound: No

GAMEFAX

Jap Curio | Stupid | For Kiddies | Shit

HAMMER TIME: Hitting frogs with hammers is bad, kids.

ELEPHANT MAN: Cute, colourful animals by the shitload.

PAR PARK: If it takes five turns to get this close to the hole, you obviously suck.

"GOLF WITH FROGS. YES, THAT'S RIGHT"

RIBBIT KING

Hit a frog with a mallet, and if the RSPCA have a go at you, tell them Atari made you do it.

If there was ever a wrong message to be sending out to the kids, then it's the intro sequence from *Ribbit King*. A bulbous-eyed freak approaches Atari's cutesy character, Scooter, and offers him a ride on his rocket. Despite the concerned protests of his talking picnic hamper (don't laugh) Scooter decides to go with him. Utter madness. But don't worry, the creepy alien isn't trying to perv him up. He merely wants to chauffeur him around the Frolf Championship. Phew. Hang on. Eh?!

Ribbit King follows the quest of Scooter, a space boy who's entered a Frolf championship to save his planet from dying... Jesus. Frolf is basically a cross between posh folks favourite, golf and slimy pond-dwelling frogs. Instead of using clubs, you use a mallet and instead of hitting a ball, you hit the frog (obviously). Your task is to knock the frog into a well, and that's it. Unlike golf and its hazardous water/sand traps, *Ribbit King* has giant webs, stomping elephants and hungry snakes. Plus if your amphibious projectile hits the water, it'll just swim back to land.

The graphics look sweet enough, but under its glossy exterior, *Ribbit King* is a pile of puerile nonsense. Adult gamers will find it embarrasingly basic and kids would much prefer to mash up real frogs than play this. To make matters worse, the code we're playing is am off-the-shelf copy, and it's littered with glitches. Once we became stranded on an icy surface, and no matter how many times our tiny frog hopped, it still couldn't right itself.

Ribbit King is appealing for the first couple of mallet-filled minutes, but it quickly descends into such brainless monotony that you could be driven to find a pond and do some serious Kermit crushing. You're much better off clubbing a tiger in Mr Wood's more superior title. **Nathan Irvine**

■ Ribbit King *is teeing-off in shops now.*

PSM2 VERDICT

It's not the worst game we've played, and it certainly looks pretty. But *Ribbit King* is tedious with a capital Tee. Anyone with a brain need not apply.

22

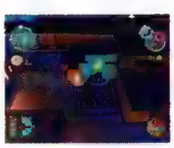
INFOSTRIP

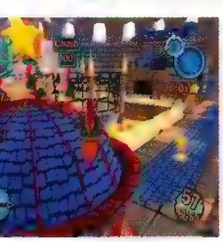
DETAILS

Developer: Team 17
Publisher: Sega
Players: 1-4
Memory Save: 470kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Strategy | War | Old skool | Stupid





SHOCK AND AWE: The worms are as expressive as ever.

TURN TABLE: Use your turns wisely. The

"LIKE WRINKLES SOME THINGS GET WORSE WITH AGE"

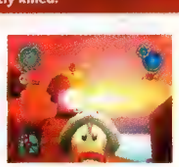
WORMS FORTS: UNDER SIEGE

The bottom of the garden is a battle zone.

FEAR FACTOR: This worm is crying because he's about to be violently killed.

Despite the hands without arms, despite the floating eyebrows and despite the way they build cities from stone, developer Team 17 is determined to make these worms move authentically. The result: they're incredibly slow. From a standstill, they're glacial. They can only backflip, obviously, so seeing where you're going becomes a nightmare, especially as the camera is pretty ropey. But then, if it wasn't, you'd get to see the incredibly basic, almost PSone-standard environments in a much harsher light, wouldn't you? And that would be bad.

There are some nice touches – we like the mortar that fires religious leaders – and plenty of opportunities to stretch your brain on strategy, but Jesus, Mary and the suffering whimsies of eternal confusion, it's so slooooooowwww. Not just in movement, but the way everything is so drawn out. The tutorial is boring to the point of physical pain, yet sadly there's no sense in skipping it – almost nothing is intuitive. Not unless you've had *Worms* before. So to speak. If you haven't, we can't seriously recommend starting now. *Under Siege* wraps its strategic teasing in an ugly, clunky design at great and tedious length. And though other versions are network enabled, this isn't. The tests of brain are there to be unearthed, but if you buy it you've failed the very first one. **Steve Williams**



■ Worms Forts *is fighting for its life right now.*

PSM2 VERDICT

You could play this and fight your desire to stop playing at every moment or you could play *Disgaea* (86%, *PSM2* #49) and enjoy yourself. Your choice.

54

INFOSTRIP

DETAILS
Developer: SNK
Publisher: Ignition
Players: 1-2
Memory Save: 67Kb
Widescreen: No
50-60Hz: Yes
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"Kyo and Iori are *KOF*'s answer to *Street Fighter*'s Ken and Ryu. They even do a version of the dragon punch."

GAMEPIE
50% Trying to ignore the pixelated visuals.
20% Playing as God intended with a Hori arcade stick.
20% Sore bloody thumbs.
10% Being rubbish.

GAMEFAX
Beat-'em-up
Budget
Hard
Jap curio

TRIVBURST
- 40 characters, each with a unique set of moves.
- First *KOF* game on current generation consoles.
- New features and improved visuals tailored specifically for PS2.

FIRE TUCK: Now that's one huge ball of fire.

HISTORY LESSON

King Of Fighters **has migrated from the arcade scene, with some making the journey to Neo Geo, PSone, GBA and Dreamcast . However, all versions of the series have appeared in coin-op form, with a few arcade-specific titles (*KOF Slugfest* and *Neo Wave*). There's even a mobile phone version available in Japan. A quick peek at eBay shows that early editions such as *KOF 98* are fetching upwards of £50 – indicating the series' popularity.**

"ANYONE FANCY A GAME? KOF? JEEZ, I ONLY ASKED..."

KING OF FIGHTERS 2000/2001

Can *you* tame the toughest, most monstrously hardcore beat-'em-up on PS2? We think not.

The scale, depth and magnitude of the *King Of Fighters* series is almost impossible to explain. The base gameplay engine is the result of thousands upon thousands of hours of testing and over thirty iterations of the series spanning countless consoles. It's definitely not the sort of thing you can play for five minutes and form an opinion of. Superficially, it looks like an aging 2D beat-'em-up, but beneath its antiquated, outmoded exterior lies something that only a select few have *truly* mastered. Hardcore? Nah, it transcends that... it's simply *unfathomable*.

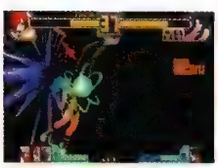
But how does it differ from something like *Street Fighter II*, which is incalculably hardcore in its own right? Well, it's one of two things. Firstly, the combat system has more layers and facets than most people give it credit for. From every position, a different strike or attack string can be initiated, and combined with the wire combos (juggle your opponents in the air by whacking them against walls), the number of blows at your disposal is terrifying. And that's without even mentioning the vast range of fireballs, leaping moves, low blows, counters and SD (Super Desperation) attacks that can be mustered with precise taps of the D-pad and buttons

Then there's the 'power stock' feature. By performing complex combos or chaining together super moves, your character's power bar fills up. These can then be used to utilize special powers, call in one of your 'Striker' characters (more on that later) or unleash the fabled SD moves; by stockpiling power, you can perform one huge eye-scorching mega-combo, usually resulting in you winning the fight. Ideal for those moments when you're on your last smidgeon of health and your opponent is beating you to a fleshy pulp – the European release has been completely uncensored, unlike the baby-friendly American version which removed both the gore *and* the 'jiggle' of the lady characters' kahoonas. The cheek!

The Striker feature that we mentioned earlier works in a similar vein to Capcom's *Marvel Vs Capcom 2*. On the character select screen, players pick four characters and can put up to three in their Striker slot. During battle, if enough power stock is accumulated, you can call these characters in and they'll set you up for a sneaky combo or simply attack your opponent. Alternatively, you can pit all four characters against the enemy at once, but each will be severely weakened as a result. This element of strategy further proves that *King Of Fighters* is more than something that just 'looks a bit shit and that'. If you're open-minded and appreciate videogames as a whole, you'll understand what *KOF* has to offer. Otherwise, look elsewhere.

Andrew Kelly

■ *Gear up for a royal bash this November.*



Destroying an opponent with a deadly combo is satisfying like nothing else. The screen blackens and is filled with explosive colour. Lovely.

PSM2 VERDICT

GAMEPLAY
+ Seamless combat and silky smooth movement.
− If you loathe 2D fighters, there's no point.

GRAPHICS
+ Detailed artwork and lush animation.
− Dismal backgrounds sour the experience.

SOUND
Men shouting and grunting a lot. Brilliant! Disastrous nam-rock soundtrack.

LIFESPAN
If you're prepared to master every character's move set (which would be truly mental) this could last your entire life.
MINUTES — YEARS

IT'S BETTER THAN...
MARVEL VS CAPCOM 2

IT'S WORSE THAN...
STREETFIGHTER II

Lacks the immediacy of *Street Fighter* and takes far too long to master, but otherwise, it's almost untouchable. Especially for a modest £20.

7/3

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- Eurogamer

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INFOSTRIP

DETAILS
Developer: Codemasters
Publisher: Codemasters
Players: 1-8
Memory Save: 239okb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"Manchester United once went 26 years without winning the title. That's over a quarter of a century."

GAMEPIE
30% Marvelling at the scarily realistic player models
20% Wishing it was *PES*
15% Shooting erratically
5% Grasping the weird new features

GAMEFAX
Sports
Sequel
Multi-tap
Official licence

TRIVBURST
- Career Player Focus allows you man to call for a pass.
- Over 250 club sides to choose from.
- New skill moves including dummies, shimmies and fake shots.

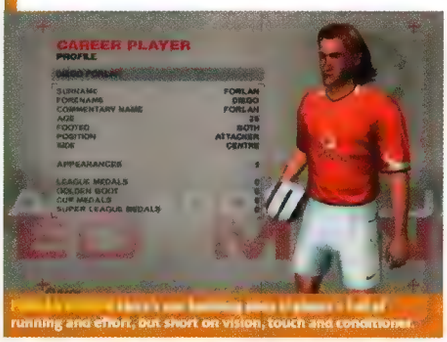
THE MONEY SHOT

Finally securing enough points to complete your sticker book style gallery. If only there was a swapsies system available.

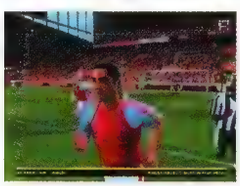
"HOLD MA HAND BOY!": The visuals are first class. Just check out Fergie's stern facials.

LIVING THE DREAM

In the Career mode you can develop a created player to become a Club Legend by easing him into the action, slowly building up his skills and abilities. The idea is that you can live out every fans dream of playing for your team. But you could also dream up a ridiculous character with hideous hair, stupid features and an unlikely name, like we have. We've called him Diego Forlan.



"PLAY WITH THE TOP CLUBS... AND VILLA!"



CLUB FOOTBALL 2005

Codies' mid-table scrapper returns with added Spurs and Geordies. But can the game, match its marketing?

The word fan, as in 'football fan', surprisingly isn't a reference to the amount of breeze football crowds generate through shouting and wild movement of the arms. It in fact comes from the word 'fanatic', which is used to describe a person 'motivated by irrational enthusiasm'.

Now, not are we only learning about words here but we're also discovering a lot about the people who bought last years *Club Football* – they were 'irrational'. These are people that would've bought a turd if it had the official club emblem slapped on it. And it seems they did.

Club Football wasn't a very good game. It was riddled with faults, the main one being it seemed impossible to score a satisfying goal. The *2005* version, however, is better, which is not surprising as Codemasters are no mugs when it comes to sports games. And they know that even irrational gamers can't be fooled all the time.

Solution? Emulate *Pro Evolution Soccer*. The default controls are almost identical and the Precision Trigger button allows for the same side shimmy that's activated by R2 in *PES*. It's a smart move paying 'homage' to the best and the result is a playable football game. The passing has a real zip, the difference between a clean and dirty challenge is consistent and most importantly you can score. Long range blasters, headers and delicate chips can all find the back of the net.

We applaud the fact that a bad football game has been whittled into an OK one, but there's still much work to be done. Firstly the ball physics are bizarre. Passes and shots swirl with all the grace of dying swallow, giving an unnatural predetermined feel to action. The shooting still feels far too random, as you're never sure what you did right when it flew into top corner or wrong when it ricochetted off a kid in row Z.

Don't worry for *Club Football* though. It will sell well and probably be better next year as the team behind it seem keen to learn from the master (*PES*), while introducing new features such as the Player Focus which allows you to control just one player on the pitch. It's a clever feature, but pretty useless in our opinion. But hey, at least they're giving it 110% for the fans. Even if we can't score it likewise for the review... **Dave Harrison**

■ *Club Football 2005 is kicking off in stores now*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Tidy passing and shooting. More fluid. – Still lightyears behind *PES* and even *FIFA*.	+ Impressive. Slicker animations are nice. – Lacks the sheen presentation of *FIFA*.	+ Franz Ferdinand accompany the menus – Barry 'here's what I think' Davies is annoying

LIFESPAN
Your love of *Club Football* will last just as long as early season optimism. You'll looking for greater challenges come Christmas.
MINUTES — YEARS

IT'S BETTER THAN...
CLUB FOOTBALL

IT'S WORSE THAN...
FIFA 2005

A massive improvement on last year's game, but that probably says more about last year's game. Still well short of being a contender to *PES's* throne.

67

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INFOSTRIP

DETAILS
Developer: tri-Ace
Publisher: Ubisoft
Players: 1-2 Players
Memory Save: 1200 KB
Widescreen: Yes
50-60 Hz: Yes
Surround Sound: Yes

DOT.COM
http://www.square-enix.com/games/staroceanl/
This is the Official USA site. There isn't a European site yet but this one has tons of in-depth info on the characters and battle system.

GAME DIGIT
37
The number of cakes we've baked so far.

GAMEFAX
RPG
Sequel
Addictive
Jap curio

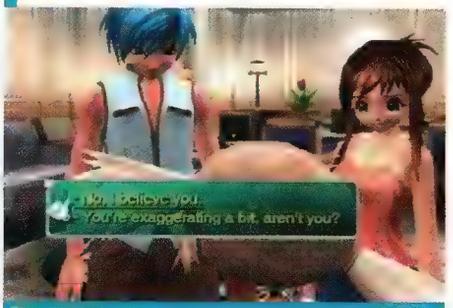
TRIVBURST
- Completing your Battle Collection unlocks character outfits and new difficulty modes.
- Being super nice to a character will give them a starring role in the ending

THE MONEY SHOT

The battles are fast and furious, and make the change from the ponderous turn-based screapping of Final Fantasy. Brilliant.

PRIVATE ACTION

Private Action requires you to decide throughout the game how to respond to your comrades. Although the purpose of this is to decide the ending you get it's really just an excuse to chat up every girl in the game and be abusive to any character that you don't like. We like a flexible conversation system, and this does the business.



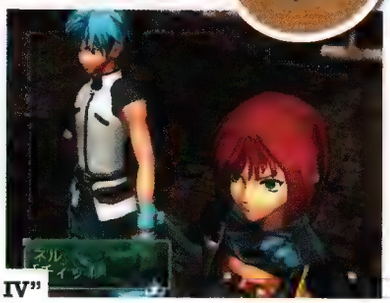
PRIVATE ACTION 1: Wow, you really can pick your nose with you're tongue. Chicks love a guy with a steady job.

PRIVATE ACTION 2: Why don't you just strip to the waist?

PRIVATE ACTION 3: No caption required really. Hmm.

SOAP OPERA: The game is rife with drama and plot twists. Good voice acting, too.

BEACH BUT AND TOUCH ME: The beaches are very easy on the eye. How f



NICK CAVE: Skeletons and caves. A staple of RPGs since the dawn of gaming.

"CLASSIC RPG ACTION ON THE SWEEPING SANDS OF HYDRA IV"

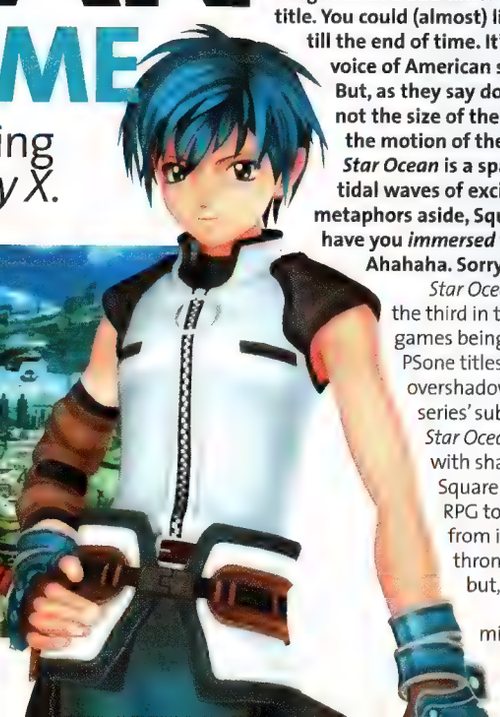
STAR OCEAN
TILL THE END OF TIME

Smashing monsters, juggling stats and... baking cakes. A sprawling alternative to *Final Fantasy X*.

THE FINAL FRONTIER: The FMV almost rivals the *Final Fantasy* series, but not quite.

PSM2 SILVER AWARD

CITY OF GOLD: Epic cutscenes give the game a sense of scale and drama.



Hello, you've reached PSM2. We're cooking on Hydra IV right now, but if you'd like to leave a message, speak after the... <BEEP>". Ah, sorry. You've caught us at a bad time. Why? The clue is in the title. You could (almost) literally play this game till the end of time. It's huge. Like <adopts voice of American surf dude> *huuuuge*. But, as they say down the, er, docks, it's not the size of the boat that matters, but the motion of the ocean. Ripples? No. *Star Ocean* is a sparkling sea rocked with tidal waves of excitement. Tenuous metaphors aside, Square Enix latest RPG will have you *immersed* for months to come. Ahahaha. Sorry. It's a reflex.

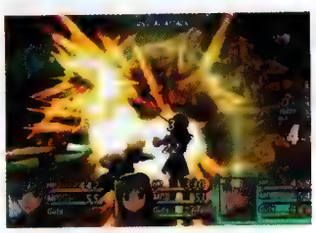
Star Ocean: Till the End of Time is the third in the series, the last two games being superb sprite-based PSone titles that were overshadowed by the *Final Fantasy* series' sublime graphics. This new *Star Ocean* redresses the balance with sharp graphics, but have Square Enix finally produced an RPG to topple *Final Fantasy* from its elaborately carved throne? Hand on heart, no, but, *my Rikku*, it comes close. For the first 20 minutes, you'd be forgiven

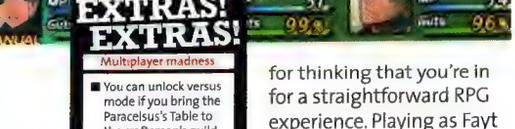
TOP 5 CAKES

- Cream Slice
- Profiteroles
- Banoffee Pie
- French Fancies
- Double Chocolate Chip

GAMEPIE

20% Battling monsters.
10% Running away from monsters.
20% Chatting up female characters.
50% Baking cakes.





EXTRAS! EXTRAS! EXTRAS!

Multiplayer madness

- You can unlock versus mode if you bring the Paracelsus's Table to the craftsman's guild in Peterny after completing the Aquatic Gardens of Surferio section. You can fight the CPU or a second player using all your character with a variety of costumes and locations unlocked throughout the game.

"NO 'CHIN STROKING' WAIT-YOUR-TURN BATTLE STUFF TO BE FOUND"

for thinking that you're in for a straightforward RPG experience. Playing as Fayt Leingod – no, really, that's *you*– you mosey around with your cute girlfriend, Sophia Esteed, having random conversations in the luscious and peaceful setting of a vast hotel and beautiful beach on the pleasure planet, Hydra IV. But, before you know it – *BAM* – you're legging it down corridors fighting, spider-like, robot monsters from space and this ain't no 'chin-stroking, wait your turn' kind of battling neither.

Random battles? Nah. You can see the buggers coming and once you're flung into the fray your enemy isn't going to stand there whistling Dixie. This is real-time, fly by the seat of your pants duelling. Luckily you'll only have to control one character at a time as your team mates battle away using, shockingly reliable, customisable AI. Battles are strategic, but the immediacy and speed is a breath of fresh air in a genre that's known for slow, excitement-free battles.

Combat isn't without its frustrations. It's easy enough to run away from approaching monsters – in fact, you can traverse whole dungeons circumventing every fiend you come across – but you'll be unceremoniously flattened by the next boss if you do. However, using just a little battle strategy should see you levelling up at a decent rate. You can assign the various battle skills you pick up to the ⊗ and ◎ buttons, using a battle-screen inventory to access Symbology skills (magic). It *sounds* basic, but with clever timing you can built up a 'Fury' bar allowing you to unleash major attacks building up a bonus gauge to win extra items, double money or triple experience points. Good battles also earn trophies to unlock goodies.

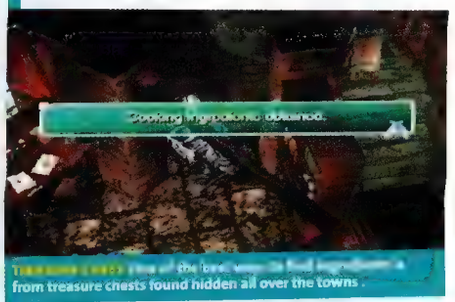
Like all truly great RPG's though, battling is only one aspect of a brilliantly diverse and complex game. After Fayt – that's you – is wrenched from his loved ones on Hydra IV he finds himself stuck on a primitive planet, following a Star Trek-style non-interference 'Prime Directive'. He, and the cronies he picks up on the way, can develop many non-battle skills and craft abilities that are often more engrossing than the battles – or even the storyline – which itself is epic and engaging. You'll find yourself training as a novelist, alchemist, jeweller, gunsmith, cook and engineer. You can patent inventions, create your own weapons. We baked a cake, for God sakes. The icing on that moist sponge is that all these diversions aren't just a distraction from dungeon crawling. but the key to getting the best items and weapons.

Star Ocean has an enthralling storyline, realised in exquisite graphic detail; from the sweeping majesty of the castle spires, to the shimmering reflections of the water fountains. With several endings and a choice of characters to win over and make permanent members of your party you might find yourself – even after 80 hours play – wanting to start all over again and try a different strategy. Maybe we can bake an *ever better* cake this time? **Kirsten Kearney**

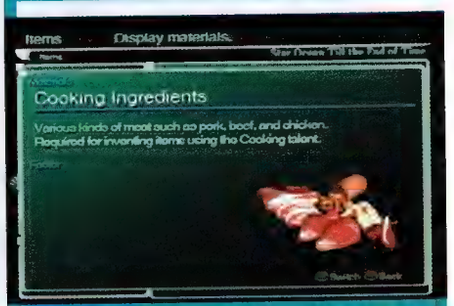
■ Star Ocean *is ready for action right now.*

THE SKILLS

One of the big highlights of *Star Ocean* is the ability to develop a wide variety of skills. As well as the weapons, armour and item creation you'd expect there are some more unusual skills to hone. One of the skills you can waste copious amounts of time and money on is cooking. We liked making cakes but we ate them all. Here's a picture of some raw meat. Yum.



from treasure chests found hidden all over the towns.


Items
Display materials.
Cooking Ingredients
Various kinds of meat such as pork, beef, and chicken. Required for inventing items using the Cooking talent.

breaks some kind of health and safety code?

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
Exciting battle system and skills menu. – Lots of levelling up to defeat bosses.	+ Stunning cutscenes and towns to explore. – Battle fields are a bit flat and lifeless.	+ Voices convincing, diverse music. – Battle voice-overs are annoying.

LIFESPAN

Even after 80 hours, there's good replay value here and with the two player verses mode RPG fans will have plenty to do.

HOURS ... YEARS

IT'S BETTER THAN...
FINAL FANTASY X-2
IT'S WORSE THAN...
FINAL FANTASY X

PlayStation 2

This has all the depth and longevity you could want from an RPG without the tiresome random battles. The *FF* series finally has a worthy adversary.

85

INFOSTRIP

DETAILS
Developer Evolution Studios
Publisher: SCEE
Players: 1-4 (2-16 online)
Memory Save: 79kb
Widescreen: Yes
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"The realism of *WRC4* is both it's saviour and its downfall. Fact is if you want a enjoyable drive you're better of with *Colin McRae*."

GAMEPIE
60% Driving off the road
25% Fixing the car
10% Driving like a pro
5% Driving on the road

TRIVBURST
- 16 official WRC rallys
- New courses in Japan and Mexico
- Two new cars – Peugeot 307 WRC and Mitsubishi Lancer WRC 2004
- New network play mod

STAY FOCUSSED: Obviously seconds after started. Look how dent-free it is...

"I SAID LEFT THREE, NOT HIT THE TREE!"

WRC 4

Who needs Colin when you can have Petter Solberg, Sebastian Loeb and Armin Schwarz?

It's just occurred to us that there's an awful lot of assumed knowledge when it comes to rally games. By selecting the quick start option of *WRC4* you're instantly at the wheel of a high spec, turbo charged, race-ready rallymobile. You should be absolutely petrified. But instead you try and drive it inordinately fast around a very narrow, slippery track – in this case (as this is the official game) the exact same ones undertaken by professional drivers.

What percentage of us actually knows WTF to do? You know, how to drive effectively in this situation. Shouldn't we have had a few lessons first? Oh no. That's never an option. We'll carry on pinging off walls and rocks, rolling down mountainsides and getting very close up views of foliage and branches and so forth. It's all part of the rally game experience, isn't it?

So that large percentage of us who buy rally games on a whim probably don't actually care that this year's new iteration is even more authentic than the last one. It just means we'll spend less time on the track – because, this increased 'authenticity' equals a road that demands even more concentration and accuracy than ever. One that most people have not the time or dedication to master.

As you cut through, wet roads, snow, ice, gravel, mud, sand and water the controller responds with astonishing accuracy, dictating that steering and braking have to be incredibly precise. In essence, it appears while *Colin McRae*'s latest is taking the handling back to a slightly less challenging level, *WRC* is doing the exact opposite. It's what *Gran Turismo* is to race driving, a pure rally simulation – an accolade we guess it's makers won't be too unhappy with.

Even so, for a simulation game, damage doesn't appear particularly consistent. Slamming into a stone wall at 80 mph doesn't even scratch the paintwork, but somehow fatally damages the suspension, the engine, the gearbox, the cooling system and, fascinatingly, the locks on the doors. We lost count of the amount of races we finished with our car doors flapping like wings. It wouldn't be difficult to shut the things, would it?

CUTTING CORNERS: Abrupt T-Junctions cry out for a power-slide. If you can do one.

Network play is included in *WRC4* for the first time, allowing online head-to-head racing (against a ghost car) for up to 16 players. There's even a Top 100 ranking system in place.

UNDER THE HOOD

You can't just forget what a mess you've made of your car these days – now you've got to fix the bastard.

***WRC4* introduces an element of strategy by giving you a set time limit for repairs to your vehicle post-race. Just like real life rallying then.**

An analysis shows you exactly what areas need attention and highlighting the relevant icon tells you how long the repair will take.

Twenty minutes isn't that long if you've properly pranged your ride. As you can see, this is going to be too much of a job for the mechanic...

Second, there's no option to change your tyre mid-race. Minor, but if you lose a rubber early on in a stage you spend the remainder of the journey grinding along on a rim like some kind of remedial, despite there being a spare wheel clearly visible in the boot of the car.

Lastly (and this is just a personal preference) the brusque manner of the co-driver grates. After you've driven sidelong into a mountain hut, nursing what might be a fractured skull and severe whiplash, rather than offering words of consolation his response is the terse, "What *are* you doing?" It's like having an injured Jeremy Paxman in the passenger seat.

Brush these quibbles aside, though, and *WRC4* once again stakes its claim as the 'official' PS2 rally simulation. For enthusiasts it's essential – especially with the new online ranking mode – for beginners it's likely to be a somewhat daunting ride ahead. Strap in firmly. **George Walter**

■ *WRC will be churning up mud in November*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Four years of tweaking means the handling model is as close to doing it for real as	+ Dramatic vistas and rolling landscapes have always been WRC's trademark	+ Cars cough and splutter majestically – Listen co-driver man... SHUT UP!

LIFESPAN
The full 15 course rally takes some dedication, but is ultimately hugely rewarding. Can you make it through an entire season?
MINUTES — YEARS

IT'S BETTER THAN...
RICHARD BURNS RALLY

IT'S WORSE THAN...
BURNOUT 3

The only way to experience the official *WRC* on your PS2 – and for once here's an official sports license that hasn't been squandered. God, it's tough though...

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INFOSTRIP

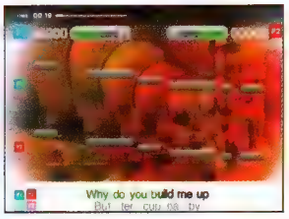
DETAILS
Developer: Sony
Publisher: Sony
Players: 1-8
Memory Save: 0-8mb
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

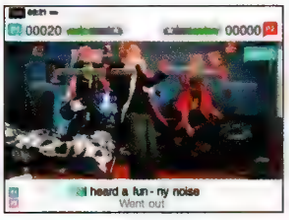
PUBTALK
The smart arse thing to say down the boozer.
"Sod drinking Angerbrau at three quid a pop – I've got this brilliant game back at my place..."

GAMEPIE
30% Caterwauling.
30% Crooning
30% Bellowing.
10% Bemoaning the crap song selection.

GAMEFAX
Music
Eye-Toy
Official Licence
Easy

TRIVBURST
- 30 Songs.
- Duet, Battle, Pass The Mic and Party modes.
- If you own the original game you can pop it in and enjoy the new Duet mode on your fave old songs.





BEYONCE, TWICE, THREE TIMES A LADY:
Make sure you watch the words. The *words*.

TIME 00:23
P1 00000
00000 P2
THE MONEY SHOT
Here's one for the ladies – the man from Scissor Sisters in a pair of dungarees. Rraow, eh, girls?
PSM2 SILVER AWARD
Now that you're out of my life
I'm so much bet - ter

PSM2'S SINGSTAR SCORE-O-MATIC

Not satisfied with our mark? Then start at 50%, then stick an extra two percent on for every song you like on this list. And take off a mark for any you hate. And give the ones you really like three percent, or something. Look, just work it out yourself, all right?

ALICIA KEYS	Fallin'
ASHFORD & SIMPSON	Solid
BILL WITHERS	Ain't No Sunshine
BLU CANTRELL	Hit 'Em Up Style (Oops!)
BOB MARLEY	No Woman No Cry
BUGGLES	Video Killed The Radio Star
BUSTED	Year 3000
CYNDI LAUPER	Girls Just Wanna Have Fun
DESTINY'S CHILD	Survivor
DIDO	White Flag
DURAN DURAN	Hungry Like The Wolf
ELTON JOHN & KIKI DEE	Don't Go Breaking My Heart
ELVIS	Way Down
FRANZ FERDINAND	Take Me Out
GEORGE MICHAEL	Faith
JAMIROQUAI	Cosmic Girl
JAVINE	Real Things
KYLIE MINOGUE	I Should Be So Lucky
LITTLE RICHARD	Tutti Frutti
MAROON 5	This Love
NATASHA BEDINGFIELD	Single
PINK	Just Like A Pill
SCISSOR SISTERS	Take Your Mamma
SONNY & CHER	I Got You Babe
SPANDAU BALLET	Gold
SPICE GIRLS	Who Do You Think You Are
THE BEAUTIFUL SOUTH	A Little Time
THE FOUNDATIONS	Build Me Up Buttercup
THE POLICE	Every Breath You Take
TIFFANY	I Think We're Alone Now

"UM, DAN? THE NEIGHBOURS WOULD LIKE A WORD..."

SINGSTAR PARTY

Straddle the line, in discord and rhyme – if, erm, you've got any idea what that actually means...

Things that have happened since the last *Singstar* came out:
1. At least one PSM2 staffer's irrevocably pissed off his downstairs neighbours,
2. We've learned all the words to the bridge bit from Mis-Teeq's Scandalous off by heart,
3. Friday nights have got much cheaper, and
4. We've got completely sick of *Singstar*.

Inevitable, really. Even if it had the thirty best songs in the world, you'd be bored of them after a few months and – no disrespect to Westlife – *Singstar*'s a long way from that sort of total. Brilliant timing, then, that in the *very same week* that we collectively decided we couldn't sing Rick Astley faux-ironically even *once* more without crying, Sony posted us the new one and – surprise! – it's great. All over again.

It's largely the same game, of course. Sensibly stripped of the pointless 'Story' mode, it's simply 30 new songs stuffed into that slick, shiny front end that even a Luddite can't help but love. But there *is* Duet mode. Unlike the last game's Pass The Mic mode, this is tailor made for doubles play, splitting songs into two to give players extra time for showboating, dancing, swigging warm Carlsberg Export and so on. Only a handful of songs are duet-specific, but others fit the format perfectly – the call-and-response style of Destiny's Child's Survivor has always a crowd-tickler – and the lyrics are usually balanced enough across both parts to ensure a fair game. Brilliantly, some sort of reverse engineering means that it's even possible to pop in the old *Singstar* disc and play songs from the original in the new duet mode – good work, Sony.

Ultimately, though, *Singstar*'s all about those songs, and an intensive weekend of empirical testing suggests that, no, this lineup just isn't all that good. One glance at the intro video's enough to see Sony's slightly sinister cross-generational intentions (Wobbly Granny, Angelic Caucasian Toddler, Fat Party Animal, etc), but if there's a danger with covering all the bases, it's that you're going to spread yourself too thin. Hopefully the point'll come where Sony regularly releases genre-specific update discs (pop for Dan G, easy listening for Dan D and Razorlight's Greatest Hits for Andy) and you'll be able to construct your own collection at album prices.

Things that have happened since *Singstar Party* turned up: 1. The downstairs neighbours have put in a formal complaint, 2. We've realised how stupid the words to Cosmic Girl are, and 3. We've resumed playing original *Singstar*. The Darkness are so much better than The Buggles... **Joel Snape**

■ *Get the beers in and grab this one today*

PSM2 VERDICT

GAMEPLAY
+ Non-gamers'll play it until four am.
– Karaoke Stage's arrow-based pitching is better.

GRAPHICS
+ We never get bored of Hungry Like The Wolf.
– The humiliate-o-vision EyeToy mode's a bit odd.

SOUND
+ We even like the incidental menu music.
– The song selection's slightly weak this time.

LIFESPAN
A dig-out-n-play number that.s a worthwhile investment for anyone who ever invites drunken mates back..
MINUTES — YEARS

IT'S BETTER THAN...
PUB KARAOKE

IT'S WORSE THAN...
THE FIRST ONE

Not much more than an update disc, but Duet's a worthwhile extra. Bring on the Now That's What I Call Music-style update discs quickly, Mr Sony.

85

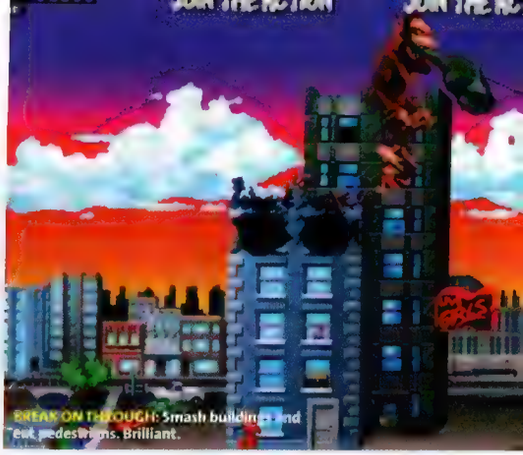
INFOSTRIP

DETAILS

Developer: Midway
Publisher: Midway
Players: 1-4
Memory Save: 270Kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Old-skool | Budget | On rails | Goblins



"CLASSICS? OR MERELY PROOF THAT OLD GAMES ARE RUBBISH?"

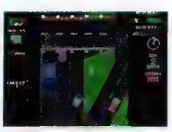
MIDWAY ARCADE TREASURES 2

£15 worth of ancient gaming treasure? Is that seriously worth digging up?

There's an easy way to tell if you want this game bundle: take a look in the mirror. Look closely around your eyes... are those rose-tinted spectacles? Hanging from a sagging face? Under a weary brow? Good. Then this is a bargain! For 15 of the Queen's you get 20 games like they don't make them any more. That's 75p per game – most of which used to cost you 10p each to play. *Once*! And if you didn't see any rosy specs in the mirror, you should know that's exactly how they play. They play like a game worth 75 pence.

Even the keen will probably skip through three quarters of them with hardly a backwards glance, while even the best offerings quickly pale. There's the historic interest, though – you can fiddle with *Mortal Kombat II* and *3*, plus see where *NARC* and *Spy Hunter* came from. Then again, you've got a PS2, so it's probably better to see where they went.

And then there's *Rampage World Tour*. Smash cities up as a kind of King Kong monster, eating, thumping and crushing all kinds of concerned citizens – genius. Somebody should remake this. For our mobile, preferably. But what else? Here's the list: *A.P.B, Arch Rivals, Championship Sprint, Cyberball 2072, Gauntlet 2, Hard Drivin', Mortal Kombat 1, II* and *3, NARC, Pit Fighter, Primal Rage, Rampage World Tour, Spy Hunter 2, Steel Talons, STUN Runner, Timber, Total Carnage, Wizard of Wor, Xybots*, and *Xenophobe*. Let's face it. £15 is jack shit these days so if you went, "Ohhh (insert name)! That was the best game ever!" six times or more during that list, then you'll absolutely love this. For a few hours. At least. **Steve Williams**



■ *Find hidden Treasures in shops now.*

PSM² VERDICT

If you grew up with *Metal Gear* and *GTA*, then forget this. But if you're old and nostalgic, the price is right. That said it's called the 'past' for a reason, though...

71

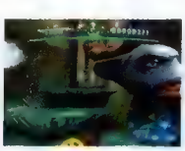
INFOSTRIP

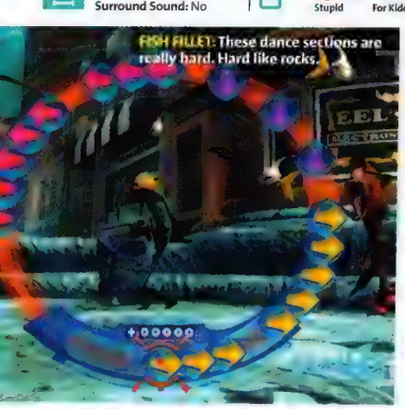
DETAILS

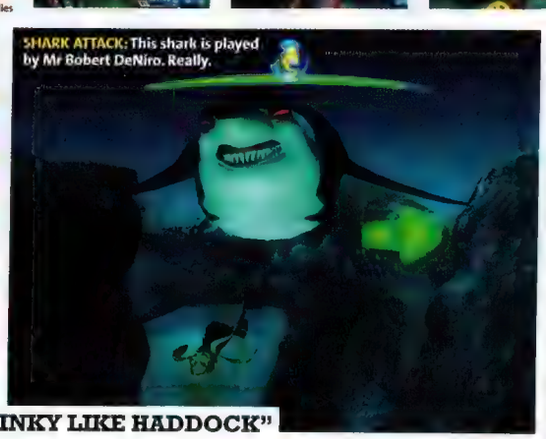
Developer: Edge of Reality
Publisher: Activision
Players: 1
Memory Save: 230Kb
Widescreen: Yes
50-60Hz: No
Surround Sound: No

GAMEFAX

Film tie-in | On rails | Stupid | For Kiddies







"DELICIOUS LIKE SEABASS? STINKY LIKE HADDOCK"

SHARK TALE

Something horrifying is lurking in the water.

Kids, eh? Bless them. If you know any they probably love the film, and this game is available so you can a) really spoil their memory of it and b) waste your money at the same time. *Shark Tale* (brand extension, subsection: game) might even go so far as to make them cry.

If they're anywhere near the minimum age (three) chances are the very first level – where fishy hero Oscar is chased by a massive, death-mouthed shark with glowing red eyes – will stop them sleeping for weeks. Don't worry though! Simply force them to play the second level, and their rising confusion and boredom will quickly bring on a catatonic state. You should all find that quite restful. And by the time the kiddies have taken on the rhythm-action dance sections – handily, there's one awaiting you for the third level – their poor undeveloped tendons will be ruined for life. No more "I want a Coke! I want a burger! I want to go to the Wacky Warehouse!" They won't even be able to grip the pad let alone open a door. It's the hardest, most unforgiving, least enjoyable dance action we've ever played. And it goes on. And on.

Shame, really, as it all looks lovely. It's smooth and deep and very pretty, doing a good job of mimicking the characters – you can easily tell lead character Oscar is based on Will Smith, for instance. But the real shame is that this gorgeous, big-name, multi-themed game simply isn't very good. Night kiddies! **Nathan Irvine**

■ Take a bite out of *Shark Tale* in shops now.

PSM² VERDICT

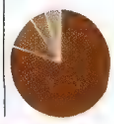
***Shark Tale* looks a lot better than most movie tie-ins – and does something more than platforming – but wastes it all with meandering/excruciating gameplay.**

29

INFOSTRIP

DETAILS
Developer: EA Redwood
Publisher: EA
Players: 1
Memory Save: 11kb
Widescreen: No
50-60Hz: No
Surround Sound: No

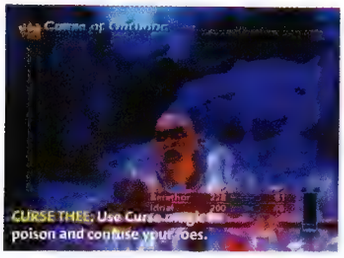
GAMEDIGIT
1 ...Ring to rule them all? No, one 1st Age Galadrim Spirit Warding Pendant' to find in a small box. Great! There might be more.

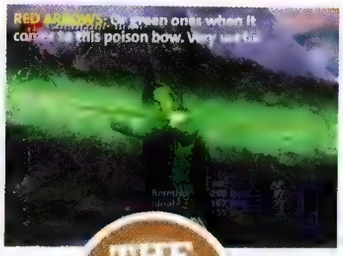


GAMEPIE
25% Looking at numbers
10% Laughing at dialogue
15% Walking
25% Watching fights

GAMEFAX
RPG
Sci Fi
Official Licence
Film Tie In

TRIVBURST
- 10 chapters and Evil Mode for when you want to go against the good guys for a change.
- Battle parties of four and upwards with three in your party.



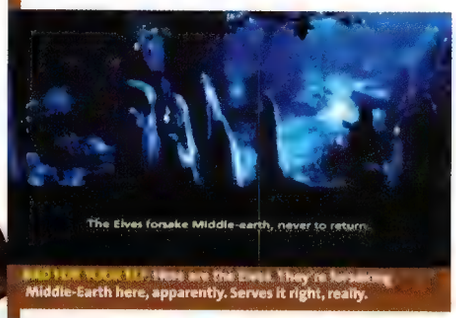


THE MONEY SHOT

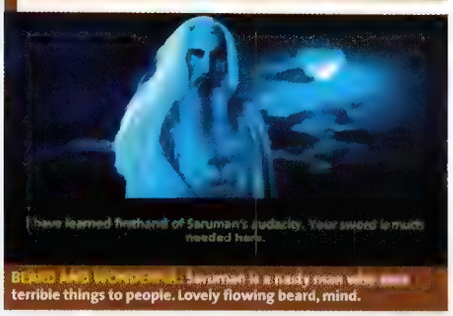
A mostly grey man runs away from another mostly grey man ingrey surroundings. Yestergrey.

20-SECOND EPIC

You're regularly rewarded for your slaughter with movie scenes, all of which, the game confidently asserts, are 'epic'. Which is nice. The quality is low and they're heavily letterboxed, but if you're buying this you probably have the DVDs anyway so you probably won't mind so much. The idea is to tie the game more closely to the films, but really they just reinforce how dreary it is to play. Not a terribly good idea, then.



BAD TO YOUR ELF: Here are the Elves. They're forsaking Middle-Earth here, apparently. Serves it right, really.



BEARD AND WONDERFUL: Saruman is a nasty man who does terrible things to people. Lovely flowing beard, mind.

"BEARDS, ORCS AND ELVES BY THE TRUCKLOAD"

LORD OF THE RINGS THE THIRD AGE

That's third as in 'Richard the Third'. As in rhyming slang.

The Third Age is not like EA's last two Middle Earth games. Both The Two Towers and The Return Of The King were sexy-looking, frantically paced hack 'n' slashers – *The Third Age*, for some unappealing reason, is the opposite.

Abandoning the more popular areas of excitement and really wild things, this game takes wizardry and pointy hats back to nerd Ground Zero – the role-playing game. Sadly, a tiresomely conventional role-playing game. Previous *LOTR* titles have been remarkably pretty, hosing lush detail at you even while there's tons of power-hungry movement going on. It only makes us more curious as to why this is so ugly. Despite only featuring a handful of characters in a very limited arena during combat – it's turn based, so you're whisked from whatever path you were on to a small arena – it's blandness is striking. The floors are particularly jarring, being flat, blurry textures, and it's not as if you can see where the extra power is going... the characters are lifeless mannequins, while their moves and effects hardly set the world aflame either. Huh.

Between the tiresome fights you stagger through invisible-walled corridors wondering where your companions have gone – absurdly, they only appear during fights and cut scenes – and nearing epilepsy from the jerky slowdown. Why is it all so drearily underachieving? Just because so many other RPGs are dreary in exactly the same ways, as far as we can tell. Which is obviously a terrible reason.

Still, you could mostly forgive the looks if it was a pleasure revolution to play. Surprise! It's not. Anyone who's played *FFX* will find this hauntingly familiar, though you'd have to be furiously enthusiastic to enjoy it in Lord Of The Rings guise. These aren't even the main characters, but friends of friends, if you will... though we're assured Peter Jackson's almost James Cameron-esque dedication to complete consistency means they do appear in the films. If only in the background. Like the trees.

It does, however, ignore such RPG staples as branching conversations with NPCs and item shopping/trading, in favour of concentrating totally on combat. You can even look forward to an Evil Mode, where you take the mucky shilling from Sauron and encounter the enemy's weapons from a more enjoyable angle. So yes, just as long as you're completely undiscerning and undemanding about absolutely everything , you'll enjoy it. The battles are tedious and it makes our head hurt. Dismal, unforgiving and stale. **Steve Williams**

■ The Third Age *is being average right now.*

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Depth and scale to rival the Final Fantasy series. – But it's dull as ditch water and no fun.	+ Nice environment modelling. – Dull textures and all a bit grey, really.	+ Good music lifted from the film series. – Ham acting and some awful dialogue.

LIFESPAN
Takes ages to master, but you'll be hard-pressed to suck even the slightest bit of enjoyment out of it. For die-hard mentals only.
MINUTES — YEARS

IT'S BETTER THAN...
SITTING ON A CACTUS
IT'S WORSE THAN...
FINAL FANTASY X

It's a bog-standard turn-based RPG in almost every way – and ugly, repetitive and cursed with laughable dialogue. Disappointing in almost every way.

53

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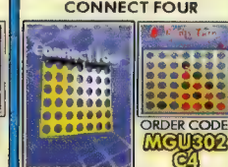
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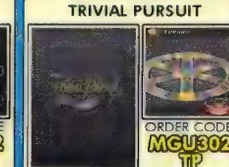
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INFOSTRIP

DETAILS
Developer: Codemasters
Publisher: Codemasters
Players: 1-2
Memory Save: 1533kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"He might be a Championship winning manager, but did you know that Arsene Wenger never played professional football?"

GAMEPIE
40% Window-shopping in the Transfer Market
35% Forgetting to eat
20% Barking orders from the touchline
5% Watching loading screens and tutting

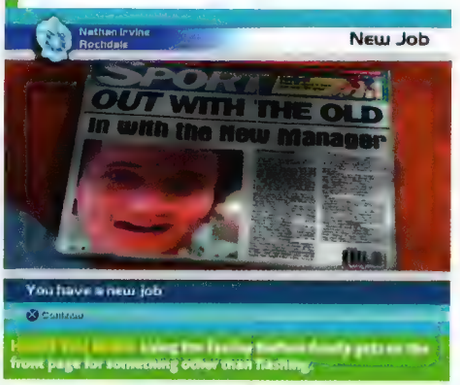
GAMEFAX
Sports
Management
Official License
Network Play

TRIVBURST
- The top two divisions from Holland and Portugal
- Get online to download the latest transfer updates
- Handpick your own squad of 22 players with the Fantasy Mode

THE MONEY SHOT
Pulling off a big name transfer always gives you great deal of satisfaction. Even if it's only Rochdale buying the Gazza.
GALLOPING TO SUCCESS: Man Yoo's Van Nistelrooy celebrates another tap in.

COVER STAR

Thanks to EyeToy, you can now put your ugly mug into *LMA Manager 2005*. You get to take three shots of yourself with different expression. You'll need to snap a shot of yourself content, happy and miserable. These pictures will then be used in news relevant stories regarding your progress. For example, your 'happy' picture will be on the front of a faux newspaper when you take over a new club.



WASTE OF TIME: The match engine works quite well. But is there really any need for it?
Dugout Options
Hide Match Display
Dugout Formations

"MORE TABLES THAN IKEA"

LMA MANAGER 2005

All the trials of management. Though you don't get in trouble if you bed the secretary...

You know when you've become immersed in the football-fuelled world of *LMA*. You start to wake up in cold sweats, worrying that the £17m bid for Joaquin wasn't high enough. Or you spend six hours of your working day, scribbling fantastical (and insane) formations, all over your important presentation. But if you're gluten for this sort of mental torture, then this season's *LMA* is going to satisfy your very soul. *LMA 2005* is reaching further into your footballing consciousness than ever. There are even more management tools for you to fiddle with and, get this, it even features downloadable updates.

LMA 2005 is more of an update to *LMA 2005*, rather than a full-blown sequel, but from the outset you'll notice the subtle differences. There's now even more nations to manage and the complete top two divisions of Holland and Portugal are here, should you need them. There's also a more intricate scouting program, which now allows you to trawl through the potential footballing talent from further countries, like Brazil. You never know you could unearth the next Pele lurking deep in the stats screens.

The increased amount of options accumulate to propel you into a state of footballing euphoria. From the comfort of your armchair you can indulge in *LMA 2005* for hours, without feeling the need for a break. There's always 'one more' tweak to apply to your squad, whether it's training your red-card loving full-back to cool down his temperament or forcing your side to grasp the crazy 2-1-3-4-1 formation you've created. Yup, this game's got the lot.

Unfortunately there're two niggling problems, which have constantly hindered our love for the game. Firstly, the loading times are awful. You could literally take the F.A. coaching course and find yourself a club during some menu switches. And secondly, why must Codemasters persist in sticking in a 3D game-engine? PC heavyweight *Champ Manager* doesn't use one, and nobody bats an eye. We're sure that if it was removed, then the loading times could be halved.

Problems aside, *LMA 2005* is the best footie management sim on PS2 bar-none. It's going to be interesting in 2005 because us PS2 owners are going to be treated to a version of the legendary, *Championship Manager*. No doubt Codies already have a plan of action to keep it's loyal *LMA* fans

happy. But at the moment, *LMA 2005* can be likened to the current Celtic team – it's in a league of it's own, without any real competition. So there you have it. If you want management this is it. There's nothing for it but to buy some ProPlus and get stuck into a few sleepless nights of, stomach ulcer-inducing managerial stress. You know you want to. **Nathan Irvine**

■ *LMA Manager 2005 is sitting in the dugout, it's nerves frayed beyond snapping right now.*

PSM2 VERDICT

GAMEPLAY
+ The most extensive manager game on PS2.
– the loading times are a pain in the ass

GRAPHICS
+ Improved 3D engine looks smoother...
– ... it still looks slightly robotic and weird.

SOUND
+ Nice dialogue from Hansen and Lineker...
– ... but it does get ever so slightly repetitive.

LIFESPAN
Once you're into a career, you won't want to quit until you've won some silverware. Even if it's the worthless League Cup.
MINUTES — YEARS

IT'S BETTER THAN...
LMA MANAGER 2004

IT'S WORSE THAN...
WINNING THE DOMESTIC

It gets stronger every year but if they took out the match engine, then they'd have more room for the all-important stats. *LMA 2005* is still top of the table.

80

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9596	Usher *Burn*	1965	Eric Prydz *Call on Me*
9469	Natasha Bedingfield *These..*	6789	Britney Spears *Everytime*
4435	Usher *Yeah*	0397	Michael Jackson *Billie Jean*
7165	50 Cent *In Da Club*	5872	Scooter *The Logical Song*
6663	Eamon *Don't Want You Back*	8808	Shapeshifters *Lolas Theme*
5533	Maroon 5 *This Love*	4253	McFly *Obviously*
8809	Busted *Thunderbirds Are Go*	9119	Britney Spears *Toxic*
1627	Nelly *My Place*	6379	Outkast *Hey Ya*
9109	D-12 *How Come*	6454	Christina Aguilera *Dirrty*
6603	Anastacia *Left Outside Alone*	8587	P.I.M.P. *50 Cent*
4443	Frankee *F U You Right Back*	7687	Avril Lavigne *My Happy Ending*
9874	Rachel Stevens *Some Girls*	1178	Maroon 5 *She Will Be Loved*
9563	Mario Winans *I Don't Wanna*	9255	Nina Sky *Move Ya Body*
9006	DJ Casper *Cha Cha Slide*	2304	McFly *That Girl*
6718	D12 *My Band*	9603	O Zone *Dragostea Din Tei*
8400	Ultrabeat *Pretty Green Eyes*	9924	Outkast *Roses*

CHART HITS AND PRE RELEASE

8835	50 Cent *Many Men*	3388	Good Size *The Pineapple Song*
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2636	Ashlee Simpson *Pieces of Me*	8711	Jamelia *Superstar*
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7497	Black Eyed Peas *Shut Up*	3268	Kasabian *Processed Beats*
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2205	Brandy *Afrodisiac* ★	3755	Kelis & Andre 3000 *Millionaire* ★
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8954	Busted *Air Hostess*	1625	Mousse T *Is it Cause I'm Cool*
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5433	Eminem *Without Me*	0421	Faithless *I Want More*
4250	J Kwon *Tipsy*	7012	Faithless *Mass Destruction*
8140	Ja Rule *Clap Back*	0339	Fragma *Toca's Miracle*
6465	Jennifer Lopez *Jenny from the..*	1998	Prodigy *Girls*
1433	Joe ft Guni *Ride Wit U*	0208	Robert Miles *Children*
7764	Justin Timberlake *Rock Your..*	5872	Scooter *The Logical Song*
7947	R Kelly *Ignition Remix*	2733	Stonebridge *Put Em High*

ROCK

8837	80s Matchbox *Mr Mental*	9283	Jet *Look What You've Done*
5519	Ash *Orpheus*	7909	Jet *Are you Gonna Be My gir*
7687	Avril Lavigne *My Happy Ending*	1082	Keane *Everything Is Changing*
4357	Avril Lavigne *Don't Tell Me*	2367	Libertines *Can't Stand Me Now*
7016	Belle1 *Eye, The Apple of My Eye*	5533	Maroon 5 *This Love*
7470	Blink 182 *Feeling This*	8894	Snow Patrol *Run*
4334	Blink 182 *Down*	5526	Snow Patrol *Chocolate*
1444	Buck 65 *4-6-3*	6828	The Charlatans *Up At The Lake*
9278	Darkness *Love is Only A Feeling*	9915	The Killers *Mr Brightside*
9150	Fountains Of Wayne *Stacys Mom*	9931	The Rasmus *Guilty*
1530	Fountains Of Wayne *Mexican..*	6668	The Rasmus *In the Shadows*
1344	Franz Ferdinand *Matinee*	9937	The Stills *Still a Love Song*

CLASSICS

8800	AC/DC *You Shook Me*	0819	TV & Film *Matrix*
8791	Beastie Boys *You Gotta Fight*	0029	TV & Film *Beverly Hills Cop*
8807	Blur *Song 2*	5150	TV & Film *Phoenix Nights*
8716	Bruce Springsteen *Born To Run*	8559	TV & Film *Kill Bill*
8789	Def Leopard *Pour Some Sugar..*	8561	TV & Film *Lord Of The Rings*
7181	Electric Six *Gay Bar*	1486	TV & Film *Knight Rider*
1275	Guns N' Roses *Sweet Child.*	8488	TV & Film *Starsky and Hutch*
8432	Happy Mondays *24 Hour Party..*	0076	TV & Film *The Muppets*
0098	Bob Marley *Get Up Stand Up*	1483	TV & Film *James Bond*
0598	Aerosmith & Run Dmc *Walk This*	0091	TV & Film *The Simpsons*

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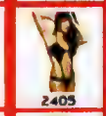
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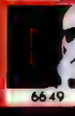
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1105	Basil Fawlty	1088	Lou and Andy
1095	David Brent	1069	Mel b (Bo)
1152	Davina Mcall (Bo)	1067	Michael Jackson
1096	Del Boy	1159	Ozzy Osbourne
1155	Dirty Den	1147	Richard and Judy
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1158	Gorden Ramsey	1071	The Bear (Bo)

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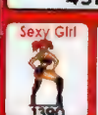

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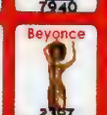

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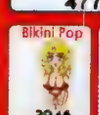

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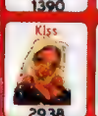

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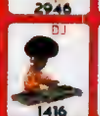

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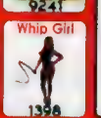

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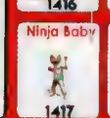

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INFOSTRIP

DETAILS
Developer: Konami TYO
Publisher: Konami
Game type: Football
Price: £39.99
Essentials: Memory Card DualShock 2

PREVIOUSLY IN PSM2...
"AS THE SAYING GOES 'GOOD THINGS COME TO THOSE WHO WAIT' – LORD, HOW WE'VE WAITED." PSM2#54

GAMEFAX
Sports
Sequel
Realistic
Addictive

TRIVBURST
- 128 Club Teams, including 56 clubs from the Spanish, Italian and Dutch leagues
- Commentary by Peter Brackley and Trev Brooking
- 64 National Teams, including Wales, N. Ireland

THE MONEY SHOT
Watching your created character coolly slot one under the opposing keeper in the 90th minute of a tense two-player game, and chortling in delight as he celebrates with a preposterous user-defined MC Hammer foot shuffle.

INTRO-VERSION: The opening movie uses the same cheesy rock-a-likes.

"EACH YEAR WE THINK IT CAN'T GET BETTER YET SOMEHOW IT DOES"

PRO EVOLUTION SOCCER 4

Konami's footy ace controversially drops online play but scores with *decent* licensing and limitless customisation.

lack proper kits or names – bugger.

Look, *PES4* is amazing. If you can't be arsed to learn why – like *really* why – then we'd advise that you turn to... ooh... the fourth paragraph, and earmark £40 now. Still here? Good. The reason we've warned the others off is because *PES4's* brilliance is best explained by a book about travelling bikers. Confused? The answer rests in Robert M. Pirzig's philosophical travel book Zen and the art of Motorcycle Maintenance. No shit. OK, so the author doesn't mention the crisp passing, sublime control or exponential learning curve, but he *does* develop a universal theory of 'quality' – a framework for understanding why some things are better than others. Or rather, *perceived*, as better. We'll (try to) explain...

Anyone can tell that *PES4* is better than *FIFA 2005*, but most can only explain why because it feels 'better', or plays 'smoother'. In his novel, Pirzig uses a simple analogy about motorbike repair to explain the problem. If someone knows every nut, bolt and piston in an engine, then assembles them

"EVERY BUTTON PRESS, STATISTIC, MENU AND TACTIC HAS A PURPOSE"

PUBTALK

The smart arse thing to say down the boozer.

"There's no online mode for PS2, but Konami are working hard to include it next year – they won't go ahead unless the game runs up to scratch"

TOP 5 PUNDITS

- Andy Gray
- Alan Hansen
- Martin Tyler
- Jonathan Davies
- Gordon Strachan

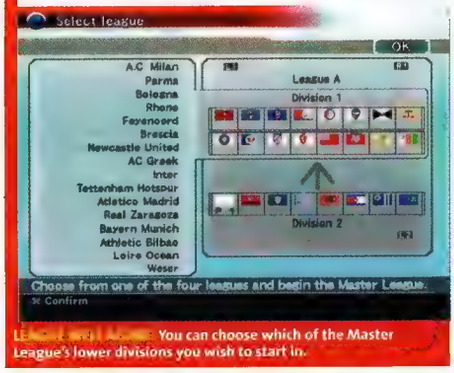
GAMEPIE

10% Editing
50% Tackling
5% Swearing
10% Juggling stats
25% Smiling

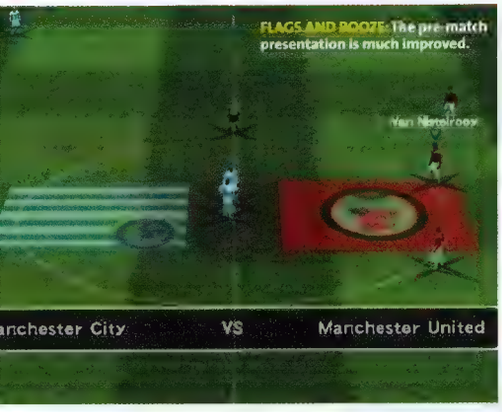
SLIDE ORDER: Note the refined slide tackles – and dig the muddy socks.

MASTER LEAGUE

Master League's been tweaked to woo beginners *and* seasoned veterans. There's an option to start with a full squad so, for example, Liverpool kick off with Cisse, Gerrard and Baros. If you haven't got the patience for the traditional Master League mode but still fancy a challenge, you can use the Original Team option where you get to choose three (good) players before the season begins. There are now WEFA stats charts to track the best defenders, midfielders and strikers, while players' stats rise and fall depending on performances. You can even search for broad player types, like 'speedsters' or 'dogfighters', so you don't have to perform complex transfer market searches. It's a statistician's dream, but beginners can dive in without tackling the hidden depths.



You can choose which of the Master League's lower divisions you wish to start in.



FLAGS AND BOOZE: The pre-match presentation is much improved.

MAN YOO KICK IT? Christiano's lollipops are more effective.

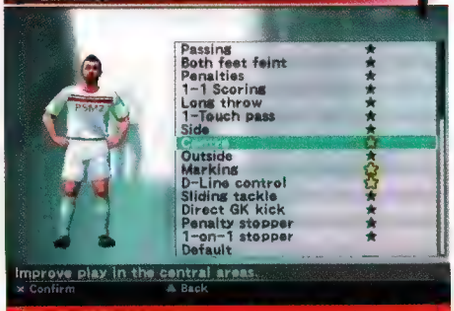
CREATE YOUR OWN FACE

The face editor is incredible. We were able to create uncanny likenesses of the PSM2 team – past and present – with only minutes of fiddling about. Variables include chest width, arm width, leg length, eyebrow shape (plus thickness), facial hair and accessories like sock tape or wristbands. You can even edit the club badges (we created Norwich City's canary pixel-by-pixel), change the sponsor's logo and rename each stadium.

PSM2 Editor Dan Griffith's gets the *PES4* treatment – with spookily accurate triangular eyebrow rugs.

The range of styles shames *FIFA*'s editor.

You have control over the club flag.



New special abilities include Side, Centre, and Anti Dribbling (player keeps possession better).

EXTRAS! EXTRAS! EXTRAS!

It has got the lot

- New Training mode, with Beginner course, and hands-on intermediate situation training.
- Revamped Master League, with new Original Team Mode, plus enhanced player scouting.
- 1-8 players, with option to Fix controls and play as same real-life star all game.
- New League mode, plus ability to design club flags, sponsors logo and rename stadiums.

with diligence, love and skill, then the results will be noticeably superior, even if you don't understand why. The underlying genius isn't what you can see, but what you can *feel*. In other words, complicated things arranged by skilful people attain a special magic – known as 'quality' by Pirzig – which anyone can enjoy. 'Quality' stems from invisible, incomprehensible, layers of painstaking craft moulded into an unrecognisable, effortless, accessible whole.

That's why Pharell Williams – the geezer who produced Nelly's 'Hot in Herre' single – is so successful. Same goes for Mike Skinner of The Streets. People like their tunes because they sound 'cool', even though, ironically, the brilliance stems from an anal understanding of music, technical mastery of the production process and untold *boring* hours in the studio. Hence Pharell William's stage name – N.E.R.D – it acknowledges that geeks are inheriting the earth.

That's why *PES4* is so much better than *FIFA 2005*, or – let's face it – almost every other game in existence. *Everything* in *PES4* has a purpose – every button press, statistic, menu, attribute and tactical change. It's a game of total precision, lovingly crafted by expert developers to give players *total* control. And best of all, the boring stuff – the cold hard data – is so well disguised, all you need to enjoy it is a love of football. Sorry, *quality*. Even PSM2's resident soccer hater Andy is intrigued by what – let's face it – is the sporting equivalent of PS2's insanely deep RPG *Disgaea*.

Before we kicked a ball, we spent *hours* in the Edit mode – not that you need to thanks to the improved licensing – just tweaking team flags, stadium names and shuffling squad players. Then we sat down and created the *entire* PSM2 team, correct to height, waist width and beard density (see the DVD footage).

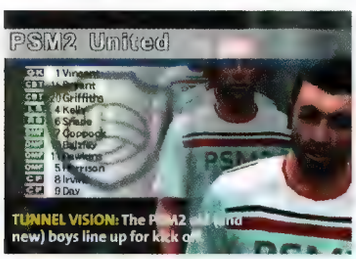
The flexible Player Edit mode masks a key strength – when you fiddle with player stats in *PES4*, it directly affects the way you play the game. For example, giving 6'1" Editor Dan Griffiths a 93 Balance rating, and 67 Acceleration, means that when, say, Michael Owen bursts towards him mid-game, you're better off waiting until you can muscle Owen off the ball, than rushing in and getting skinned by his superior acceleration.

Don't be scared. *PES4* embraces players of all ability. The revamped Training mode ranges from

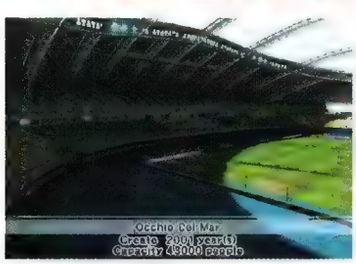
CROCK AND ROLL: Injured players get temporarily stretchered off the pitch.

"WHILE FIFA CREATES THE ILLUSION OF FOOTBALL, PES4 CREATES ITS REALITY"

ALL OR NOTHING: PSM2's Art Editor Milf juggles the Adidas Roteiro ball.



TUNNEL VISION: The PSM2 old (and new) boys line up for kick off.



THE BEST NEW FEATURES IN PES4

There're so many small touches in *PES4* that only become apparent after hours of play. We've pulled out a selection of our favourites for you to enjoy, including some of the major new features.

CLUBS

Team logos: There are 56 licensed teams, plus UK sides like Norwich.

KITS

Logos and badges: The Dutch, Italian and Spanish sides have perfect kits.

STADIUMS

Details: Most licensed teams have got the name of all 27 team grounds.

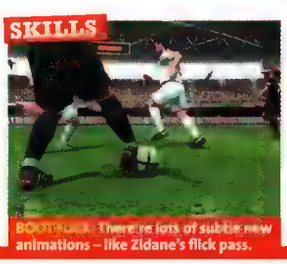
FREE KICKS

Layoff: You can lay the ball off to set pieces to fool your opponent.

MASTER LEAGUE

Leagues: Master League has improved scouting and stat tracking.

SKILLS



Boots: There're lots of subtle new animations – like Zidane's flick pass.

TRAINING

Basics: Complete the Training Mode challenges to buy secret items.

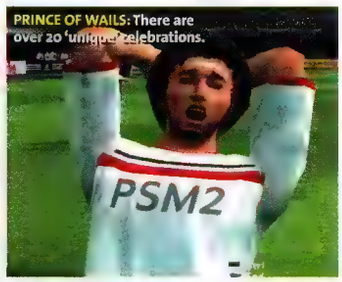
REFEREES

Yellow card: The referees are hard atmosphere and rarely get in the way.

Beginner tutorials (explaining the basic fundamentals of football ie. score and don't use your hands), to Situation training, which lets you master intermediate skills like changing pace to fool defenders (with the L1 key), or tricking keepers with feints. The Master League mode is less of a chore, with a new Original team mode, that lets you trade out three of your crappy players (like Barota, Ximilez or Burchet) for decent folk like Van Nistelrooy, Scholes or Ronaldo. Typically, it's all about balancing budgets. Buy a superstar like Beckham, and you'll only be able to afford two average support players. Decisions, decisions.

Anarchy is the emergent theme. *Controlled* anarchy. Every year, *PES* makes the previous version look robotic – as if the ball was moving on invisible lines over the pitch. The best way to describe *PES4* is that while the ball physics is bobblier, player control is more precise. Wizards like Ronaldinho can turn a player inside out with the (R2 then ⊗) shot feint, but when the ball falls loose, he's much more likely to be bustled about by, say, Sol Campbell. Tackling is less predictable, but more rewarding, with the ball getting caught between players legs and fizzing uncontrollably – you can't just angle a precise sliding tackle to halt attackers dead like in *PES3*. Passing is supremely flexible, with incredibly accurate long balls abetted by canny runs from your AI pals.

Crossing is more precise. You can direct the ball with three angles (near post, penalty spot or drifting edge of the box), with three levels of height. Headers are realistic – relative to timing, speed of the ball and strength of the players involved. Set pieces have received an overhaul, with the ability to lay the ball off or play one-twos



SHOOT HAPPENS: It's much more important to adjust your body shape before letting rip.

(using the R2 stick). It reduces the predictability of set pieces, but – to be honest – often only serves to confuse, and requires meticulous practice. Throw-ins have been made less cheesy – read: harder – as you need to angle your player in the direction of the throw to aim.

Faults? The enhanced passing control – like holding ⊗ to auto-pass to a distant player – leads to more unforced errors. You need to direct your passes more carefully, and play short balls well in advance as passing animations are more deliberate so it's easier to get caught in possession. Shooting is initially aggravating since the game AI provides less assistance, and delivery depends more on your body shape as you strike the ball. Sometimes, you'll make what looks like a perfectly good tackle, only for a great player like Henry to nutmeg you. The game also 'forces' situations, like taking control of a defender for a split second to give a striker a clear header. Given the overall precision, it's frustrating to lose control.

Truth is, these are all symptoms of a radically enhanced, more skilful game. You can't just rely on cheap *PES3* tricks – like near post corners, or the near invincible R2 shimmy. You have to work the ball about the pitch, align shots with precision and 'feel' your way around dribbling. Mazy players like Joaquin can jink elusively using taps and swerves of the analogue stick, especially used with changes of pace. Dribbling is more organic and rewarding, but still bound by explicit rules to prevent cheesy pitch-long charges.

PES4's the only game that flows like football, emulating the crushing unpredictability, dizzy highs and skilful artistry. It's simultaneously the deepest, most skilful, challenging, engaging, rewarding and *accessible* game on PS2 – masking its geeky core with an embrace of pure playability. Like football, it's a cliché: we *do* play it every lunchtime, and *never* see the same game twice. It makes us laugh. It makes us want to hurt our friends. It makes us glad that PS2, videogames and life itself exist. While *FIFA* creates the *illusion* of football, *PES4* creates its reality. Nothing is wasted. Every button press yields a result. Like football at its poetic best, *PES4* contains moments of raw, unpredictable purity, that don't deserve to be analysed like it's some kind of computer game but instead savoured as a thing of genuine beauty.

■ *Surrender to the inevitable on October 15th*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Deep, responsive and instantly satisfying. – Steep learning curve, tricky shooting.	+ Great stadia and rich animation. – Slight slowdown on busy corners.	+ Crunching tackles and noisy crowds. – Commentary still sounds a bit flat.

LIFESPAN

It's the game that keeps on giving. You'll play it until *PES5* appears, even if Master League a *bit* familiar.

MINUTES ▮▮▮▮▮▮▮▮▮▮ YEARS

IT'S BETTER THAN...
PES3

IT'S WORSE THAN...
WINNING THE WORLD CUP

Incredible customisation, subterranean depth and sublime control provide a simulation as rewarding, painful and emotional as the beautiful game itself.

94

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Superb scrolling shoot em up. Blast your way through these levels of evil aliens

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who wants to be a million	3272305	james bond	3272316
superman	3272306	grange hill	3272317
man from uncle	3272307	dance of the sugar plum fairy	3272318
danger mouse	3272308	cricket fan	3272319
war of the worlds	3272309	born slippy	3272320
top gun theme	3272310	axel f	3272321
the omen	3272311	50 cent in da club	3272322
the muppet show	3272312	message alert	3272323
the good the bad and the ugly	3272313	message alert	3272324
the flinstones	3272314	counting crows	3272325
rocky theme	3272315	bewitched	3272326

YOUR PHONE MUST BE WAP! COMPATIBLE Alcatel 735 Nokia 3110, 3300, 3510, 3510i, 3530, 3650, 5110, 6100, 6220, 6600, 6610, 6610i, 6800, 7210, 7250, 7650, N-Gage

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green day - american idiot	3272706	embrace - gravity	3272725	theme - happy birthday	3272746
nelly - hot in herre	3272707	cassidy ft r kelly - hotel	3272726	theme - charlies angels	3272747
jo jo - leave	3272708	annie - chewing gum	3272727	theme - big brother	3272748
brian mcfadden - real to me	3272709	busted - thunderbirds are go	3272728	theme - beyond	3272749
3 of a kind - babycakes	3272710	peter andre - the right way	3272729	theme - always look on the bright side	3272750
twista - sunshine	3272711	dido - marys in india	3272730	theme - rambo	3272751
joss stone - you had me	3272712	anastacia - sick and tired	3272731	theme - top cat	3272752
mcfly - that girl	3272713	sugababes - caught in a moment	3272732	theme - thunderbirds	3272753
natasha bedingfield - these words	3272714	stonebridge - put em high	3272733	theme - the terminator	3272754
maroon 5 - she will be loved	3272715	theme - who wants to be a million	3272734	theme - the simpsons	3272755
the pirates - you should really know	3272716	theme - quantum leap	3272735	theme - the muppet show	3272756
411 - dumb	3272717	theme - police squad	3272736	theme - the godfather	3272757
the corrs - angel	3272718	theme - man from uncle	3272737	theme - the flinstones	3272758
houston ft chingy - i like that	3272719	theme - danger mouse	3272738	theme - the bill	3272759
razorlight - vice	3272720	theme - chips	3272739	theme - the a-team	3272760
mousse t - is it cos im cool	3272721	theme - the league of gentlemen	3272740	theme - superstars	3272761
goldie lookin chain - guns dont kill people...	3272722				
bryan adams - the only thing	3272723				

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download some of the most mental video clips straight to your mobile phone!

YOUR PHONE MUST BE WAP! COMPATIBLE Nokia 3650, 6230, 6600, Siemens SX1 Sony Ericsson P800, P900, P910, SPV E200

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get your favorite TV personality as your ring tone

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- stevie wonder	3272223	- lily and elton	3272235
- simon cowell	3272224	- krusty the clown	3272236
- rolf harris	3272225	- joey friends	3272237
- richard and judy	3272226	- happy birthday	3272238
- ozzy osbourne	3272227	- gordon ramsey	3272239
- oasis	3272228	- frodo and gollum	3272240
- motson and hansen	3272229	- frank spencer	3272241
- michael jackson	3272230	- elmer fudd	3272242
- michael caine	3272231	- dont like it!	3272243
- mel b	3272232		

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ref:831/4343

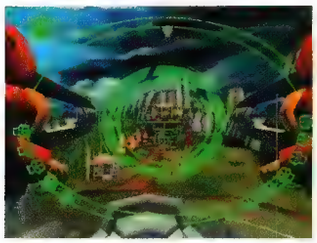
INFOSTRIP

DETAILS

Developer: Krome
Publisher: EA
Players: 1
Memory Save: 47Kb
Widescreen: Yes
50-60Hz: No
Surround Sound: No

GAMEFAX

Kiddies | Stupid | Shit | Sequel



MECH WARRIOR: Ty can control huge robot things.

"IT'S LIKE JAK AND DAXTER NEVER HAPPENED"

TY THE TASMANIAN TIGER 2: BUSH RESCUE

This is not the kind of bush we wanted.

This game is weird, but not in a good way. It starts off as ultra-simple, brightly colourful and aimed squarely at the kids – and by that we mean it's painfully simplistic and almost plays itself.

Enemies are cretinous and, beneath the bright veneer, it's basic and ugly – almost as if there's a big inspirational plaque on the wall at the developers Krome with 'That'll Do' inscribed on it. Then, suddenly, there's a first-person shooting section that requires 'leading' targets as they move in three dimensions. It's pretty hard, as you get swamped by a ton of enemies at once. The kiddies will love that bit. Then you go into a training section, which is mostly pointless by then and utterly dull. And then you're let loose in a 'freeform' world, where you can run miles and miles without finding anything interesting to do. Even in a car, travel is tedious and the destinations pointless. Oh, and there's kart racing. Which is dull.

If you're old enough to use a toilet on your own, nothing here will surprise you, other than just how annoying and depressing it is to play. It actually gave us a headache. Characters are desperately 'wacky' and 'zany,' with the expected 'attitude' (sigh) though children and the mentally challenged will find their funny accents appealing. You break things and collect orbs and... upgrade stuff and... perform missions... and... pretend *Jak & Daxter/Ratchet & Clank/Sly Racoon* and their sequels don't exist. Sigh. **Steve Williams**

■ Ty The Tasmanian Tiger 2: Bush Rescue *pounces onto your PS2 this October.*

PSM² VERDICT

Pitifully poor. The difficulty is uneven, gameplay is unfocused and it's just not much fun. The competition is so far ahead it's a joke.

38

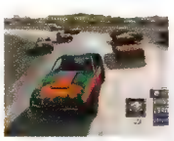
INFOSTRIP

DETAILS

Developer: Monster
Publisher: Atari
Players: 1-4
Memory Save: 95Kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Driving | Budget | Multi-tap | Stupid



"FANCY A PLATE OF BANGERS AND SMASH?"

DRIVEN TO DESTRUCTION

Yee-haw, go tell yo' maw and paw that American chav-racing is a-comin'!

When rednecks aren't indulging in naked wrestling with their sisters (or goats) they love nothing better than ramming each other in the arse-end... of their cars. And get this, they even consider this twisted metal madness as a 'sport'. And now Atari's *Driven To Destruction* has given us an insight into the trailer-trash society, we understand why they love this so-called 'sport'.

Driven To Destruction allows you to compete in a destruction derby career mode. All you have to do to start is head down to the hicksville salvage yard, pick up a clapped out truck, tune it and then race it against like-minded in-bred mentalists.

The courses are designed to show-off the most hard-hitting collisions. For example there's a figure-8 track with a ramp in the middle, and if you're unlucky enough to crash in mid-air, you'll see the contortions of both cars in a 'bullet-time' effect. As the cars are totally unlicensed, you it's possible tear them apart as much as you like, but if your car takes too much punishment you'll have to buy a new one.

Driven To Destruction won't set your world on fire, because it isn't original. But when you consider that you're getting a very competent racer, which plays as well as it looks for £20, you'll realise why those hillbillies get so excited at the weekends. **Nathan Irvine**

■ Driven To Destruction *is in store now.*

PSM² VERDICT

For a budget title *Driven To Destruction* is certainly worth £20. It's what *Destruction Derby Arenas* should have been, but it's let down by it lack of originality.

65

INFOSTRIP

DETAILS
Developer: Playmore
Publisher: Playmore
Players: 1-2
Memory Save: 48kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"The Metal Slug series first appeared on Neo Geo in the early '90s. Since then, there have been 5 sequels."

GAMEPIE
50% Shooting
30% Puking
10% Gaining weight.
10% Getting all misty-eyed about the good old days.

GAMEFAX
Old Skool
Budget
Funny
War

TRIVBURST
- Five intense levels.
- Four initially playable characters with the option of playing as different members of the Moden army.
- Two minigames.
- Six different vehicles.

104446
ARMS BOMB
∞ 5
56
1UP=0
THE MONEY SHOT
One minigame sees you battling to become the fattest person on the screen. You eat and eat until your character becomes a bloated porker. Brilliant!
PSM2 BRONZE AWARD
BOSS HOGG: The bosses are massive and typically rock hard.

SICK TO DEATH

In one mission you get transformed into a zombie when hit and your grenades are replaced by a thick jet of vomit. This is one of the many great moments in the game. Among other things you can get a small monkey helper, enter a submarine, a tank and even a fighter jet. There's a lot of variety on offer and that's what makes the game so special. If games today put this much effort in then they would be a whole lot better.

HALEY'S VOMIT: Just one moment of madness among many. Shoot-'em-ups have never been so original or amusing.

"OLD HAS THE HILLS. AND JUST AS ROCK"

METAL SLUG 3

3D is sooo passé. Say tanks for the memories and get back to the old–skool with 2D gaming at its finest.

After dishing out much love to The 'Slug months ago this most crumbly of shooters is finally getting a UK release. And, despite its looks it's a beautiful game. Not in a Cameron Diaz-type way, but more like your Michelle Pfeiffers or your Amanda Donohoes: ultimately starting to show its age and not to everyone's taste, but still undeniably worth a try.

Previously only available on the Neo Geo and a conversion to the ill-fated Sega Saturn in the '90s, this is the first version of *Slug* to appear on PS2.

You initially take the fight to the Moden army on foot, in a side-scrolling, power-up filled bonanza. Next you head off into space to save a captured comrade from invading aliens with the help of your former enemies. Pick either Marco, Eri, Tarma or Fio, and you're immediately thrown into the thick of things, battling through five of the toughest and most enjoyable 2D blasting stages to grace a home console. The eponymous Slug of the title refers to the squat super-deformed tank you get the chance to pilot part way through the game and forms part of an arsenal that includes subs, planes, mini-mechs and, more bizarrely, heavily armoured camels and elephants.

The attention to detail, love and humour shown throughout this classic puts a lot of 3D games to shame. Pretty much everything on screen is animated be it guards mugging to the camera, hostages struggling to break free, or crabs giant enough to give anyone the STD from hell. There are countless neat touches and all of them made us chuckle. One of our favourites is when you mutate into a leg-dragging, cadaver after an intimate encounter with the walking dead.

And now, the rough part. You'll see pretty much all the game has to offer within two hours (something made all the easier using the old-skool infinite continues) although there are multiple routes through each level. There's also a couple of bonus minigames, the best of which sees you trying to outsize the Waller by consuming food the guards drop. Then there's the two-player co-op mode and the challenge of finishing the game as quickly as possible.

Of course it all comes down to personal taste. If you like action games rammed full of realism that will take a month of Sundays to complete, then this bites the fat one. However, if you like a laugh and can cope with the 2D graphics and 'Continue?'-based brevity, then give it a go. You might just remember what games should be like. Respect your elders, and respect the games of yore. There's little else like this on PS2, and for a mere 20 quid it's cash well spent. **Milford Coppock**

■ *Metal Slug 3 will be out next month.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Run, jump, shoot. Simple as that. – Run, jump, shoot. Run, jump, shoot. Run, jump...	+ Some of the most intricate 2D graphics/ animation seen on PS2. – Who the frick want's 2D?	+ Appropriate clangs, chugs and bangs in. – The sound could be crisper.

LIFESPAN
Incredibly intense and challenging while it lasts, though you've seen most of what the game has to offer in two hours.
MINUTES

IT'S BETTER THAN...
CONTRA

IT'S WORSE THAN...
GRADIUS V

A hugely enjoyable 2D blaster with enough charm and cool stuff to warrant repeat plays – if you can cope with the frantic pace and button-bash RSI.

79

A SPECIAL EDITION FROM THE MAKERS OF PlayStation.2 OFFICIAL magazine-UK

Just got a PS2? You'll need...

HOT 100

The 100 best PS2 games reviewed!

PLUS 12 amazing playable game demos!

ON SALE NOW – DON'T MISS OUT!

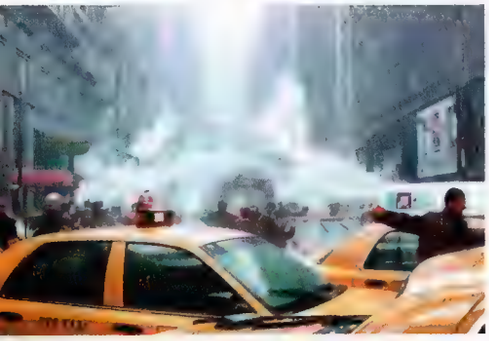
"THE MASTER OF DISASTER DISHES UP A SHITSTORM OF EPIC PROPORTIONS"

THE DAY AFTER TOMORROW

Get your coat on... Roland Emmerich's destroying the world again.

Just what does Roland Emmerich have against the world? Not content with ET attacking us in Independence Day, Godzilla smashing through New York and Mel Gibson on the warpath in The Patriot, the German helmer is now unleashing the elements on a poor, unsuspecting globe. Y'see, Emmerich's come over all environmental, with the emphasis on the "mental": as a warning to us pollution-happy humans, The Day After Tomorrow forsees a giant storm headed our way, shifting the climate to such a degree that most of the world suffers outbreaks of dodgy weather. Britain is lost under a freezing snowblanket (but there's still time for tea), giant hailstones batter china, and New York is flooded by a huge tidal wave. You know it's an Emmerich movie because the tidal wave is, like, really, really big...

"THE CAST IS WASTED ON A CLUNKY SCRIPT WITH GALLONS OF CLICHED SENTIMENT"



But you also know it's an Emmerich movie because the characters are cardboard cut-outs stumbling from one set special-effect piece to another. Despite the helmer claiming to have hired quality actors (Quaid, Gyllenhall, Holm), he wastes them with a clunky script and gallons of clichéd "heartfelt" sentiment while polystyrene walls buckle and break around them.

STORM WARNING

Still, no one watches a disaster movie for the compelling human characters. We're after trashed landmarks and screaming masses, and thankfully, Mr E is a past master, delivering huge, realistic disasters that will have most of us stocking up on tinned pears just in case it could come true. While The Day After Tomorrow is a film that really cries out to be watched on the biggest screen you can find, the move to DVD doesn't dull the power of the effects too much. Perfect popcorn fodder.

STARRING
- Dennis Quaid
- Jake Gyllenhaal
- Emmy Rossum
- Jay O Sanders
- Dash Mihok
- Sela Ward
- Ian Holm

DIRECTOR
- Roland Emmerich

CERTIFICATE
- 12

PRICE
- £24.99

RELEASE
- 18 October

PSM VERDICT

MOVIE	GOOD+BAD	DVD
+ Great effects + Some excellent action – Shame about the script... – ...and the performances	+ An epic disaster movie that will amaze. – A listless performance by the wasted cast.	+ Good commentaries – Too much repetitive CG talk and tedious documentaries.

EXTRAS

Emmerich and the producer on the first commentary, which is much for fun than the second, tech-heavy chat from the crew. There are also two big documentaries for effects-heads only.

IT'S BETTER THAN...
GODZILLA

IT'S WORSE THAN...
THE TOWERING INFERNO

Batten down the hatches: a storm's brewing! Hackneyed dialogue and less-than-stellar performances sour an otherwise entertaining spectacle.

75

"MEN IN SKIRTS FIGHT FOR HONOUR AND GLORY"

TROY

It's all Greek to Brad Pitt and co in this disappointing big budget classic-buster...

STARRING
- Brad Pitt
- Eric Bana
- Orlando Bloom
- Diane Kruger
- Brendan Gleeson
- Julian Glover
- Brian Cox
- Sean Bean

DIRECTOR
- Wolfgang Petersen

CERTIFICATE
- 15

PRICE
- £22.99

RELEASE
- 25 October

Although it's based on Homer's classic war poem The Ilyad, don't slide the Troy disc in expecting a long, dull Greek legends lesson. This is Hollywar, and everyone in it looks like a L'Oreal advert. That said, don't go expecting a particularly amazing film, either. It's not that Troy is bad... Just that it never quite uses that powerhouse cast to become anything more than acceptably entertaining. The story boils down like this: spoiled, handsome thicko Prince Paris of Troy shags and runs away with Helen, wife to Menelaus, a Greek King. When Menelaus swears revenge, he gathers a massive fleet of warships from all over Greece to invade Troy and get her back. He's helped in his campaign by warlike brother Agamemnon and ultimate warrior Achilles . Soon, Troy is under siege and ultimately falls when the Greeks deliver a certain wooden horse to their gates.

The actors do their best with a script that occasionally sounds like it comes from school history videos and the battles are certainly impressive. It's just the film never settles down for one particular tone.

IT'S WAR!

Plus, the performers themselves are a mixed bag. Eric Bana impresses as moody, bitter warrior Hector (Paris' brother), caught between caring for his family and fighting a battle he had no part in starting. It's all overblown speeches and mock Enlgish accents. Which isn't entirely good, obviously.

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ Superb battle scenes + Some good turns... – ...And some dodgy acting all round	+ Massive in scale and steeped in rich Greek history. – A bit pompous, really.	+ Historical doc is good – CGI doc is seen-it-before stuff. Very uninteresting and back-slappy.

EXTRAS

In The Thick Of Battle looks at the movie's conflict scenes and deconstructs how they were achieved (hint: location shots and some CGI) and there are other similar documentaries.

IT'S BETTER THAN...
CONAN THE BARBARIAN

IT'S WORSE THAN...
GLADIATOR

Worth going to war for? Only just. If this is to be believed, everyone in ancient Greece had incredibly chiselled features and spoke like a stuck-up thespian.

79

DAWN OF THE DEAD: 2004

STARRING
- Sarah Polley
- Ving Rhames

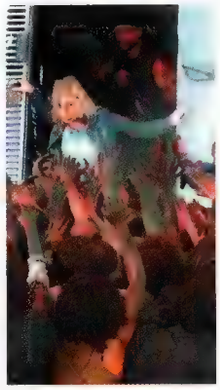
DIRECTOR
- Zack Snyder

CERTIFICATE
- 18

PRICE
- £19.99

RELEASE
- 25 October

Here's something you don't see every day: remake of classic horror film in Actually Good Shock. Dawn Of The Dead takes George Romero's classic and updates it to modern-day suburban America. Nurse Ana Clark (Sarah) Polley awakes one morning to find that her neighbourhood- and possibly the world- is overrun with flesh-hungry zomboids. Hert husband and kids succumb and soon Ana is speeding into town to find sanctuary. Where? The mall, of course! While Zack Snyder's re-invention doesn't quite have the satirical sting of the original (too much product placement for that), it does have superbly entertaining action scenes that will have the pulse pounding, while keeping the gore value intact. The films a blast, despite the rubbish new 'fast' zombies.



80

ETERNAL SUNSHINE OF THE SPOTLESS MIND

STARRING
- Jim Carrey
- Kate Winslet

DIRECTOR
- Michel Gondry

CERTIFICATE
- 15

PRICE
- £15.99

RELEASE
- 4 October

You wouldn't expect a normal rom-com from the twisted brain of the man who wrote Being John Malkovich and Adaptation, and you'd be right. Charlie Kaufman delivers an off-the-wall treatise on romance, jealousy and bitterness which manages to include a trip through Jim Carrey's brain. Carrey is Joel, a depressed writer who's just broken up with his girlfriend Clementine (Winslet) but then he discovers that she's not just dumping him, she's wiping him from her memory. To combat that this, Carrey arranges for a mind wipe himself and the plot takes off from there. Even if you gag at the words 'romantic comedy', don't miss this one out. It's a love story like never before.

90

Films from another space and time

ANIMANIA

KINO'S JOURNEY: IDLE ADVENTURE

If Stanley Kubrick made anime, it'd look like this. This striking series revolves around Kino, a lady traveller who roams the land on her motorcycle. It's a kind of animated road movie and follows the protagonist as she comes across various moral challenges. Anime has never looked so good and the storytelling is second to none. A truly magnificent series that demands your attention.

90

MAHOROMATIC: AUTOMATIC MAIDEN

Mahoro, a lethal combat droid, is now serving as a housemaid at the home of geeky middle-school student Suguru. Cue much hilarity as she finds his stash of bongo, scrubs his back with her love pillows and engages in explosive combat with massive war droids. You couldn't make it up. This is madness in every sense of the word, but immensely entertaining.

81

FULL METAL PANIC: MISSION 07

And so the saga comes to an end. The Tuatha de Danaan is under fire, and in order to stop it, Kalinin goes straight to the top. Intrigue, action and a compelling fight-to-the-finish make sure this series goes out with a bang. Typically, unless you've been following the series since volume 1, most of this will confuse the hell outta you. Otherwise, very good, if a little dialogue-heavy at times.

78

ALSO RELEASED

FAHRENHEIT 9/11

■ Released 18 October ■ Cert 15 ■ Price £1999

Michael Moore's back tub-thumping to prove that George Bush is a liar, a thief and a megalomaniac. A little too preachy, but scarily thought-provoking.

72

GOODFELLAS SPECIAL EDITION

■ Released 18 October ■ Cert 18 ■ Price £19.99

Scorsese's gangster classic has long been mistreated on DVD (a disc you have to flip? No extras? Fugheddaboutit!) But now there are truckloads of new extras.,

95

DONNIE DARKO DIRECTOR'S CUT

■ Released Out Now ■ Cert 15 ■ Price £19.99

Richard Kelly revisits his genius debut, which sees high-schooler Donnie Darko charged with saving the world. This edition has twenty minutes of new footage.

86

FUTURAMA COMPLETE SEASON 1-4 BOX SET

■ Released 25 October ■ Cert TBC ■ Price £79.99

It's often funnier than the later seasons of The Simpsons, so pick up every episode at one affordable price and mourn its passing. Some of the funniest animated TV ever crafted.

88

©The Kobal Collection

PSM2 PRESENTS

THE TRUTH

Every game PSM2 has ever reviewed in one fact-packed feature. It's the ultimate source of PS2 knowledge...

TOP FIVE

SHOOT-EM-UPS

1. GRADIUS V
2. STARS WARS: STARFIGHTER
3. FUR FIGHTERS
4. STAR WARS: JEDI STARFIGHTER
5. TWISTED METAL: BLACK

EXTREME SPORTS

1. TONY HAWK'S PRO SKATER 3
2. SSX TRICKY
3. SSX3
4. TONY HAWK'S UNDERGROUND
5. DOWNHILL DOMINATION

ROLE PLAYING GAMES

1. FINAL FANTASY X
2. DARK CHRONICLE
3. KINGDOM HEARTS
4. FINAL FANTASY X-2
5. DISGAEA: HOUR OF DARKNESS

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
13 (XIII)	Ubisoft	42	87%	
2002 FIFA WORLD CUP	EA	22	71%	
7 BLADES	Konami	11	72%	
ACE COMBAT 4: SHATTERED SKIES	Namco	17	80%	
ACTIVISION ANTHOLOGY	Activision	36	40%	
AGE OF EMPIRES 2	Konami	15	76%	
AGGRESSIVE INLINE	Acclaim	24	83%	
AIRBLADE	Sony	16	77%	
ALIAS	Acclaim	47	79%	
ALEX FERGUSON'S PLAYER MANAGER	3DO	15	65%	
ALL-STAR BASEBALL 2004	Acclaim	35	67%	
ALONE IN THE DARK: THE NEW NIGHTMARE	Atari	15	66%	
ALTER ECHO	THQ	41	66%	
AMPLITUDE	Sony	40	87%	
APE ESCAPE 2	SCEI	30	80%	
AQUA AQUA	SCI	04	71%	
ARCTIC THUNDER	Midway	16	58%	
ARC: TWILIGHT OF SPIRITS	Sony	46	68%	
ARMORED CORE 2: ANOTHER AGE	Metro	24	56%	
ARMY MEN AIR ATTACK: BLADE'S REVENGE	3DO	11	47%	
ARMY MEN RTS	3DO	24	56%	
ARMY MEN: SARGE'S HEROES 2	3DO	09	40%	
ATHENS 2004	Sony	51	51%	
A-TRAIN 6	Midas	49	60%	
ATV OFFROAD FURY 2	THQ	40	73%	
ATV QUAD POWER RACING 2	Acclaim	33	68%	
ASTERIX AND OBELIX XXL	Atari	46	60%	
AUTO MODELLISTA	Capcom	28	80%	
BAD BOYS 2	Empire	48	51%	
BACKYARD WRESTLING	EIDOS	42	45%	
BALDUR'S GATE: DARK ALLIANCE	Virgin Interactive	17	70%	
BALDUR'S GATE: DARK ALLIANCE 2	VU Games	4	82%	
BARBARIAN	VU Games	44	66%	
BASS STRIKE	THQ	18	64%	
BATMAN VENGEANCE	Ubisoft	17	48%	
BATMAN VS. THE ARMY OF TSU	Ubisoft	44	43%	
BATTLE ENGINE AQUILA	Atari	31	78%	
BATTLESTAR GALACTICA	Vivendi	44	59%	
BEN HUR: BLOOD OF BRAVES	Microids	34	42%	
BEYOND GOOD AND EVIL	Ubisoft	42	82%	
BIG MUTHA TRUCKERS	Empire	31	79%	
BIONICLE	EA	41	38%	
BLADE 2	Activision	28	51%	
BLOOD OMEN 2	Eidos	22	79%	
BLOODRAYNE	Vivendi	36	67%	
BLOODY ROAR 3	Virgin	11	79%	
BMX XXX	Acclaim	30	58%	
BOMBERMAN KART	Konami	41	51%	
BOUNCER, THE	SCEE	11	66%	
BOXING CHAMPIONS	Midas	41	40%	
BREATH OF FIRE: DRAGON QUARTER	Capcom	41	70%	
BRITNEY'S DANCE BEAT	THQ	24	58%	
BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS	Vivendi	41	74%	
BUJINGAI	Taito	47	62%	
BURNOUT	Acclaim	15	88%	
BURNOUT 2: POINT OF IMPACT	**Acclaim**	**28**	**91%**	
Beautiful, emotional racing that you have to play to fully appreciate.				
BURNOUT 3: TAKEDOWN	**EA**	**54**	**93%**	
Smooth, colourful, varied, hilarious, fast and online too. You'd be a fool not to buy it.				
CABELA'S DANGEROUS HUNTS	Activision	53	57%	
CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001	Capcom	17	83%	
CART FURY	Midway	12	65%	
CASPER: SPIRIT DIMENSIONS	TDK Mediactive	22	48%	
CASTLEWEEN	Wanadoo	30	45%	
CATWOMAN	EA	52	30%	
CEL DAMAGE OVERDRIVE	Play It	36	50%	
CENTRE COURT: HARD HITTER 2	Midas	33	62%	
CHAMPIONS OF NORRATH: REALMS OF EVERQUEST	Ubisoft	47	82%	
CHAOS LEGION	Capcom	39	86%	
CHOPLIFTER: CRISIS SHIELD	Xicat Interactive	35	48%	
CIRCUS MAXIMUS: CHARIOT WARS	THQ	25	55%	
CITY CRISIS	Take 2	16	62%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
CLOCK TOWER 3	Capcom	37	59%	
CLUB FOOTBALL	Codemasters	42	61%	
COLIN MCRAE RALLY 04	**Codemasters**	**40**	**92%**	
A defining moment for rally games. If you like rallying, you've got to get this.				
COLIN MCRAE RALLY 2005	Codemasters	54	88	
COMBAT ELITE: WW2 PARATROOPERS	Acclaim	52	77%	
COMMANDOS 2: MEN OF COURAGE	Eidos	24	79%	
CONFLICT: DESERT STORM	SCi	27	78%	
CONFLICT DESERT STORM 2	SCi	39	88%	
CONFLICT: VIETNAM	SCi	54	76%	
CONFLICT ZONE	Ubisoft	22	79%	
CONTRA: SHATTERED SOLDIER	Konami Europe	32	52%	
CRASH BANDICOOT: THE WRATH OF CORTEX	Vivendi	17	66%	
CRAZY TAXI	Acclaim	10	80%	
CRICKET 2002	EA	18	41%	
CRIMSON SEA 2	Koei	53	70%	
CRIMSON TEARS	Capcom	51	74%	
CRISIS ZONE	Namco	53	59%	
CROUCHING TIGER, HIDDEN DRAGON	Ubisoft	44	35%	
CY GIRLS	Konami	50	74%	
DAKAR 2	Acclaim	34	50%	
DANCE UK	Big Ben	42	67%	
DANCING STAGE MEGAMIX	Konami Europe	36	85%	
DARK ANGEL	Vivendi	34	45%	
DARK CHRONICLE	**SCEE**	**37**	**90%**	
Debatably better than Final Fantasy X, but edged out in pomp and presence.				
DARK CLOUD	Sony	11	81%	
DARK SUMMIT	THQ	21	56%	
DAVE MIRRA FREESTYLE BMX 2	Acclaim	14	76%	
DEAD OR ALIVE 2	SCEE	05	83%	
DEAD TO RIGHTS	EA	38	70%	
DEFENDER	Midway	31	76%	
DEF JAM: FIGHT FOR NY	EA	54	86%	
DEF JAM VENDETTA	EA	36	75%	
DETONATOR	Midas	47	69%	
DESTRUCTION DERBY ARENAS	Sony	45	42%	
DEUS EX: THE CONSPIRACY	Eidos	22	88%	
DEVIL MAY CRY	**Capcom**	**15**	**90%**	
Blindingly gorgeous and cracking to play. A brilliant advert for PS2.				
DEVIL MAY CRY 2	Capcom	33	72%	
DIE HARD VENDETTA	Vivendi	38	54%	
DINO STALKER	Capcom	26	58%	
DISGAEA: HOUR OF DARKNESS	Koei	49	86%	
DISNEY'S EXTREME SKATE ADVENTURE	Disney	40	78%	
DISNEY'S STITCH: EXPERIMENT 626	Disney	27	64%	
DJ: DECKS & FX	Sony	53	74%	
DONALD DUCK PK	Ubisoft	30	64%	
DOWNFORCE	Titus	23	64%	
DOT HACK INFECTION: PART ONE	Atari	47	58%	
DOWNHILL DOMINATION	Codemasters	46	80%	
DRAGON BALL Z: BUDOKAI	Atari	30	60%	
DRAKENGARD	Take 2	50	75%	
DRAGON RAGE	3DO	23	43%	
DRAKAN: THE ANCIENTS' GATES	Sony	20	75%	
DRIV3R	**Atri**	**50**	**90%**	
Superb in Free Ride, less so in Story Mode, but balls-out street-driving fun.				
DRIVEN	Bam!	17	46%	
DRIVING EMOTION TYPE-S	Squaresoft	01	57%	
DR MUTO	Midway	33	59%	
DROME RACERS	EA	31	50%	
DROPSHIP	Sony	18	75%	
DYNASTY TACTICS 2	Koei	44	69%	
DYNASTY WARRIORS 3: XTREME LEGENDS	Koei	34	69%	
DYNASTY WARRIORS 4	Koei	37	80%	
DYNASTY WARRIORS 4: EMPIRES	Koei	53	70%	
DYNASTY WARRIORS 4: XTREME LEGENDS	Koei	46	70%	
ECCO THE DOLPHIN: DEFENDER OF THE FUTURE	Sony	18	52%	
EGGO MANIA	Kemco	27	40%	
EJAY CLUBWORLD	Empire	26	84%	
ENDGAME	Empire	25	49%	
ENGLAND INTERNATIONAL FOOTBALL	Codemasters	49	62%	
ENTER THE MATRIX	Atari	37	81%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | SILVER AWARD: A top-notch PS2 title that scored between 80-89% | GOLD AWARD: A game scoring 90% or more. An absolute classic.

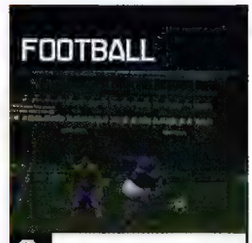
GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
EOE: EVE OF EXTINCTION	Eidos	22	71%	
EPHEMERAL FANTASIA	Konami	12	80%	
ESCAPE FROM MONKEY ISLAND	Activision	12	82%	
ESPN NBA 2NIGHT 2002	Konami	24	72%	
ESPN NHL HOCKEY	Sega	44	78%	
ESPN INTERNATIONAL TRACK & FIELD	Konami	04	63%	
ESPN INTERNATIONAL WINTER SPORTS	Konami	20	55%	
ESPN NATIONAL HOCKEY NIGHT	Konami	09	68%	
ESPN X GAMES SKATEBOARDING	Konami	15	62%	
ESPN WINTER X GAMES SNOWBOARDING	Konami	04	70%	
ESPN WINTER X GAMES SNOWBOARDING 2	Konami	20	69%	
EVERBLUE 2	Capcom Eurosoft	34	56%	
EVERQUEST ONLINE ADVENTURES	SCEE	41	70%	
EVIL DEAD: A FISTFUL OF BOOMSTICK	THQ	37	68%	
EVOLUTION SKATEBOARDING	Konami	33	54%	
EVOLUTION SNOWBOARDING	Konami	33	43%	
EXTERMINATION	Sony	09	78%	
EXTREME-G 3	Acclaim	13	60%	
EYE TOY: PLAY	SCEE	38	82%	
F1 2002	EA	24	84%	
F1 CAREER CHALLENGE	EA	37	58%	
F1 RACING CHAMPIONSHIP	Ubisoft	07	66%	
FALLOUT: BROTHERHOOD OF STEEL	Interplay	48	46%	
FAME ACADEMY	Ubisoft	44	38%	
FANTAVISION	SCEE	01	85%	
FELLOWSHIP OF THE RING, THE	Vivendi	30	70%	
FERRARI F355 CHALLENGE	SCEE	27	67%	
FIFA 2003	EA	29	81%	
FIFA 2004	EA	42	86%	
FIFA 2005	EA	54	79%	
FIGHT NIGHT 2004	EA	48	88%	
FINAL FANTASY X	**SCEE**	**23**	**91%**	
The most life-swallowing RPG of them all – even with the random battles.				
FINAL FANTASY 10-2	Square Enix	44	83%	
FINAL FANTASY XI (IMPORT)	Square Enix	49	85%	
FINDING NEMO	THQ	41	71%	
FIREBLADE	Midway	24	68%	
FIREFIGHTER FD18	Konami	49	76%	
FLIPNIC	Ubisoft	45	76%	
FORBIDDEN SIREN	Sony	44	80%	
FORGOTTEN REALMS: DEMON STONE	Atari	54	74%	
FORMULA ONE 2001	Sony	09	84%	
FORMULA ONE 2002	SCEE	29	68%	
FORMULA ONE 2003	SCEE	39	83%	
FORMULA ONE 2004	SCEE	52	65%	
FREAK OUT	Swing! AG Media	13	79%	
FREAKY FLYERS	Midway	42	77%	
FREEDOM FIGHTERS	**EA**	**40**	**92%**	
An utterly compelling squad-based shooter that's intelligent and addictive.				
FREEKSTYLE	EA	25	59%	
FREESTYLE METAL X	EA	40	74%	
FREQUENCY	SCEE	23	64%	
FUR FIGHTERS	Acclaim	10	86%	
FUTURAMA	SCI	37	75%	
G1 JOCKEY 3	Koei UK	34	43%	
GALERIANS: ASH	Big Ben	34	50%	
GALLOP RACER	Zoo Digital	41	39%	
GAMETRAK: DARK WIND	In2Games	54	55%	
GETAWAY, THE	SCEE	31	78%	
GHOST RECON	Ubisoft	30	65%	
GHOST RECON: JUNGLE STORM	Ubisoft	47	75%	
GIANTS: CITIZEN KABUTO	Interplay	17	80%	
GIFT	Acclaim	12	51%	
GITAROO MAN	THQ	22	79%	
GLADIUS	Activision	42	52%	
GOBLIN COMMANDER: UNLEASH THE HORDE	Jaleco	47	65%	
GRADIUS V	Konami	51	83%	
GRANDIA 2	Ubisoft	23	45%	
GRAND PRIX CHALLENGE	Atari	31	85%	
GRAND THEFT AUTO 3	**Take 2**	**16**	**92%**	
Its scope and and tiny touches are some of the most impressive on PS2.				
GRAND THEFT AUTO: VICE CITY	**Rockstar**	**29**	**97%**	
The music, the styling, the freedom... nothing beats it. A great leap for games.				
GRAND TOUR RACING GT-R 400	Midas	51	53%	
GRAN TURISMO 3	**SCEE**	**13**	**93%**	
The most complete racing game yet and one you can truly sink your teeth into.				
GRAN TURISMO 4: PROLOGUE	Sony	50	79%	
GRAN TURISMO CONCEPT 2002 TOKYO-GENEVA	SCEE	25	79%	
GRAVITY GAMES BIKE: STREET, VERT, DIRT	Midway	28	48%	
GREAT ESCAPE, THE	SCi	39	73%	
GREGORY HORROR SHOW	Capcom	42	70%	
GROOVE RIDER	Play It	45	52%	
G-SURFERS	Midas	16	49%	
GTC: AFRICA	Rage	16	74%	
GUILTY GEAR X2	Big Ben	35	84%	
GUMBALL 3000	SCi	29	73%	
GUNDAM: FEDERATION VS ZEON	Atari	29	39%	
GUNFIGHTER 2: REVENGE OF JESSE JAMES	Ubisoft	35	40%	
GUNGRAVE	Activision	30	68%	
GUN GRIFFON BLAZE	Virgin	07	70%	
HALF-LIFE	**VIVENDI**	**16**	**90%**	
A port of one of the best PC games ever made. This is a must-buy for all FPS fans.				
HARDWARE ONLINE ARENA	SCEE	41	68%	
HARRY POTTER AND THE CHAMBER OF SECRETS	EA	31	65%	
HARRY POTTER AND THE PRISONER OF AZKABAN	EA	51	76%	
HARRY POTTER: THE PHILOSOPHER'S STONE	EA	44	55%	
HAUNTED MANSION, THE	TDK Mediactive	46	70%	
HAVEN: CALL OF THE KING	Midway	29	81%	
HEADHUNTER	Sega	19	81%	
HEADHUNTER: REDEMPTION	Sega	53	53%	
HERDY GERDY	Eidos	21	69%	
HIGH HEAT MAJOR LEAGUE BASEBALL	3DO	24	71%	
HITMAN 2: SILENT ASSASSIN	Eidos	28	89%	
HITMAN: CONTRACTS	**EIDOS**	**49**	**90%**	
A game that promotes experimentation and plays brilliantly. A twisted funhouse.				
HOTWHEELS VELOCITY X MAXIMUM JUSTICE	THQ	31	51%	
HULK, THE	Vivendi	38	70%	
HUNTER WAYWARD: THE RECKONING	Vivendi	41	30%	
HYPER STREET FIGHTER II: 15TH ANNIVERSARY EDT.	Capcom	46	89%	
ICO	SCEA	17	85%	
INDIANA JONES AND THE EMPEROR'S TOMB	Activision	39	80%	
INDYCAR SERIES	Codemasters	37	49%	
INDYCAR SERIES 2005	Codemasters	53	63%	
I-NINJA	SCEE	45	85%	
INTERNATIONAL CUE CLUB	Midas	24	56%	
ISLAND EXTREME STUNTS	SCEE	33	65%	
ISLE OF MAN TT SUPERBIKES	Jester	53	59%	
ISS3	Konami	34	78%	
ITALIAN JOB: LA HEIST, THE	Eidos	40	51%	
JADE COCOON 2	Ubisoft	22	70%	
JAK & DAXTER	Sony	18	85%	
JAK 2: RENEGADE	**SCEE**	**40**	**93%**	
Vast, well-built and bursting with distractions. How can others compete?				
JAMES BOND 007: EVERYTHING OR NOTHING	EA	46	77%	
JAMES BOND 007 IN AGENT UNDER FIRE	EA	17	88%	
JAMES BOND 007 IN... NIGHTFIRE	EA	30	78%	
JET SKI RIDERS	Eidos	18	38%	
JONNY MOSELEY MAD TRIX	3DO	20	38%	
JUDGE DREDD: DREDD VS DEATH	Vivendi	40	83%	
JUICED	Acclaim	53	59%	
JUNGLE BOOK GROOVE PARTY	Ubisoft	10	50%	
JURASSIC PARK: OPERATION GENESIS	Vivendi	34	61%	
KATAMARI DAMASHII	Namco	49	83%	
KARAOKE STAGE	Konami	49	85%	
KENGO	Ubisoft	09	60%	
KELLY SLATER'S PRO SURFER	Activision	28	75%	
KESSEN 2	KOEI	20	66%	
KILL.SWITCH	Sony	44	78%	
KING OF ROUTE 66	Sega	41	44%	
KINGDOM HEARTS	SCEE	29	88%	
KING'S FIELD: THE ANCIENT CITY	Metro3D Inc	24	54%	
KLONOA 2	Namco	10	73%	
KNOCKOUT KINGS 2001	EA	07	79%	
KNOCKOUT KINGS 2002	EA	21	83%	
KURI KURI MIX	Empire	10	78%	
KYA: DARK LINEAGE	Atari	45	73%	
LA PUCELLE TACTICS	Mastiff	52	80%	
LEGAIA 2: DUEL SAGA	Eidos	28	59%	
LEGENDS OF WRESTLING 2	Acclaim	33	68%	
LEGION: LEGEND OF EXCALIBUR	Midway	27	70%	
LEGO RACERS 2	Lego Software	18	42%	
LEISURE SUIT LARRY: MAGNA CUM LAUDE	Vivendi	54	80%	
LE MANS 24 HOURS	Atari	12	73%	
LETHAL SKIES	THQ	27	63%	
LETHAL SKIES 2	Big Ben	48	68%	
LE TOUR DE FRANCE	Konami	23	75%	
LE TOUR DE FRANCE: CENTENARY EDITION	Konami	38	71%	
LMA MANAGER 2003	Codemasters	29	84%	
LMA MANAGER 2004	Codemasters	47	87%	
LONDON RACER: WORLD CHALLENGE	Davilex	40	59%	
LOONY TUNES SPACE RACE	Atari	19	65%	
LORD OF THE RINGS: THE TWO TOWERS	EA	29	76%	
LOTUS CHALLENGE	Virgin	16	60%	
MACE GRIFFIN: BOUNTY HUNTER	Vivendi	38	79%	
MADDEN NFL 2004	EA	40	87%	
MADDEN NFL 2005	EA	54	82%	
MAD MAESTROS	Eidos	22	70%	
MAFIA	Take Two	46	71%	
MALICE	Evolved Games	51	60%	
MARK OF KRI, THE	SCEA	33	74%	
MARVEL VS CAPCOM 2	Capcom	29	84%	
MASHED	Empire Int.	51	79%	
MASTER RALLYE	Microids	24	55%	
MAXIMO	Konami	20	84%	
MAXIMO VS THE ARMY OF ZIN	Konami	42	81%	
MAX PAYNE	Take 2	19	82%	
MAX PAYNE 2: THE FALL OF MAX PAYNE	Rockstar	45	65%	
MDK2 ARMAGEDDON	Interplay	09	76%	
MEDAL OF HONOR: FRONTLINE	EA	23	89%	
MEN IN BLACK 2: ALIEN ESCAPE	Atari	26	42%	
METAL ARMS: GLITCH IN THE SYSTEM	Vivendi	41	87%	
METAL GEAR SOLID 2	**KONAMI**	**17**	**96%**	
Near perfectly balanced and worth every bit of the hype. An all-time classic.				
METAL GEAR SOLID 2: SUBSTANCE	Konami	33	78%	
METAL SLUG 3	Playmore	39	74%	
MICRO MACHINES	Atari	30	59%	
MIDNIGHT CLUB 2	Rockstar	37	80%	
MIDWAY ARCADE TREASURES	Midway	45	48%	

TOP FIVE

FIRST PERSON SHOOTERS

1. TIMESPLITTERS 2
2. HALF-LIFE
3. MEDAL OF HONOR: FRONTLINE
4. DEUS EX
5. RED FACTION 2

FOOTBALL



1. PRO EVOLUTION SOCCER 3
2. WINNING ELEVEN 8
3. FIFA 2003
4. FIFA 2004
5. RED CARD SOCCER

PLATFORMERS

1. JAK 2: RENEGADE
2. RATCHET & CLANK
3. JAK & DAXTER
4. RATCHET & CLANK 2
5. MAXIMO

ALL TIME BEST

1. GRAND THEFT AUTO: VICE CITY
2. PRO EVOLUTION SOCCER 3
3. TIMESPLITTERS 2
4. SSX3
5. TONY HAWK'S PRO SKATER 3

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | **SILVER AWARD:** A top-notch PS2 title that scored between 80-89% | **GOLD AWARD:** A game scoring 90% or more. An absolute classic.

NOOO! AVOID!

THE WORST GAMES EVER REVIEWED

WHEELIE	44%
R RANGER	42%
PINE RACER 2	39%
ARMY MEN: GREEN ROGUE	38%
ATLANTIS 3: THE NEW WORLD	19%
BUTT-UGLY MARTIANS: ZOOM OR DOOM!	34%
CATWOMAN	30%
CAT IN THE HAT, THE	27%
CHARLIE'S ANGELS	14%
CRASHED	33%
CURSE: EYE OF ISIS, THE	24%

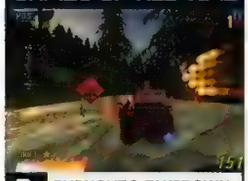
DAVID BECKHAM SOCCER	44%
DISNEY'S DINOSAUR	38%
EA: DARK NATIVE APO	37%
DONALD DUCK: QUACK ATTACK	29%
DRAGON'S LAIR 3D: SPECIAL ED	27%
ETERNAL RING	35%
EX ZEUS	30%
EVIL TWIN: CYPRIEN'S CHRONICLES	30%
FIGHTBOX	11%
FLINTSTONES, VIVA ROCK VEGAS	13%
FRANK HERBERT'S DUNE	22%

GAUNTLET	51%
GI COMBAT	50%
GODAI	48%
GO GO COPTER	37%
GO GO GOLF	15%
GRADIUS 3 & 4	29%
HIDDEN INVASION	21%
HUGO BUKKAZOOM	17%
INTERNATIONAL LEAGUE SOCCER	07%
IRON ACES 2	17%
JET ION GP	09%

KNIGHT RIDER	41%
LMA MANAGER 04	34%
LUPIN THE 3RD	46%
MAGO WINCH:	46%
LONDON RACER 2	41%
MARY-KATE AND ASHLEY:	40%
SWEET 16 LICENSED TO DRIVE	40%
MUSIC MAKER	40%
POLAROID PETE	43%
POWERDROME: RACE OF CHAMPIONS	34%
POWERPUFF GIRLS, THE	40%
PRYZM: THE DARK UNICORN	39%

TOP FIVE

MILF'S FAVOURITE GAMES OF ALL TIME



1 BURNOUT 3: TAKEDOWN
Vicious, nasty racing coated in eye candy. Simply sex on legs (or wheels...)

2 PRO EVO SOCCER 4
Konami's footy master-class has kept me in at lunch times way, way too often. Addictive stuff.

3 METAL GEAR SOLID 2
Cutscenes, eh? Don't you just love them. The game's not too shabby either. Genius.

4 ICO
Atmospheric brilliance. Stripped down adventure game where you get to hold a girls hand.

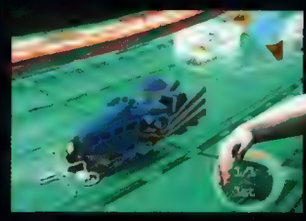
5 GTA: VICE CITY
Reminds me of my youth. Not that I was nicking cars and shooting prostitutes m.nd.

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
MIKE TYSON HEAVYWEIGHT BOXING	Codemasters	23	61%	
MINORITY REPORT	Activision	31	60%	
MISSION IMPOSSIBLE: OPERATION SURMA	Atari	44	59%	
MONSTERS, INC	Sony	19	41%	
MORTAL KOMBAT: DEADLY ALLIANCE	Midway	33	85%	
MORTAL KOMBAT: DECEPTION	Midway	54	85%	
MOTO GP3	SCEE	35	74%	
MOTOR MAYHEM	Atari	15	63%	
MR GOLF	Midas Games	34	56%	
MR MOSKEETO	Eidos	22	52%	
MTV MUSIC GENERATOR	Codemasters	50	83%	
MTV MUSIC GENERATOR 2	**Codemasters**	**10**	**90%**	
A musical pandora's box, offering professional results to everyone.				
MTX MOTOTRAX	Activision	49	79%	
MUMMY RETURNS, THE	Vivendi	17	46%	
MUSIC 3000	Jester Interactive	35	81%	
MX 2002	THQ	14	78%	
MX RIDER	Atari	15	62%	
MX SUPERFLY	THQ	27	72%	
MX UNLEASHED	THQ	48	75%	
MYSTIC HEROES	Koei UK	34	67%	
NAVAL OPS: COMMANDER	Koei	52	68%	
NAVAL OPS: WARSHIP GUNNER	Koei	41	63%	
NBA 2K3	Atari	35	70%	
NBA BALLERS	Midway	53	82%	
NBA JAM	Acclaim	42	77%	
NBA LIVE 2003	EA	31	82%	
NBA LIVE 2004	EA	42	84%	
NBA HOOPZ	Midway	07	70%	
NBA STREET VOL2	EA	35	85%	
NEED FOR SPEED	EA	28	88%	
NEXT GENERATION TENNIS 2003	Wanadoo	38	55%	
NFL 2K3	Atari	35	78%	
NFL STREET	EA	46	64%	
NHL 2003	EA	28	69%	
NHL HITZ 2003	Midway	28	80%	
NHL HITZ: PRO	Midway	42	80%	
NIGHTSHADE	Sega	46	73%	
NINJA ASSAULT	SCEE	27	71%	
NO ONE LIVES FOREVER	Vivendi	21	71%	
NY RACE	Wanadoo	17	40%	
OBSCURE	Ubisoft	54	80%	
ONI	Take 2	07	62%	
ONIMUSHA 2	Capcom	27	89%	
ONIMUSHA 3	**Capcom**	**50**	**92%**	
Provocative, exquisite gameplay backed up by plush visuals and a rousing score				
ONIMUSHA: BLADE WARRIORS	Capcom	45	75%	
OPERATION WINBACK	Koei	08	68%	
ORPHEN	Activision	04	56%	
PAC-MAN WORLD 2	SCEE	33	75%	
PARAPPA THE RAPPER 2	Sony	16	75%	
PARIS-DAKAR RALLY	Acclaim	15	60%	
PENNY RACERS	Midas	16	43%	
PERFECT ACE PRO TENNIS	Oxygen Int.	38	38%	
PETER PAN: LEGEND OF NEVERLAND	Sony	20	50%	
PITFALL: THE LOST EXPEDITION	Activision	47	71%	
PIGLET'S BIG GAME	Gotham Games	39	60%	
PIRATES: LEGEND OF BLACK KAT	EA	21	38%	
POLICE 24/7	Konami	19	49%	
POOL MASTER	Take 2	05	45%	
POOL PARADISE	Awesome Studio	48	72%	
PORTAL RUNNER	3DO	16	55%	
PREMIER MANAGER	Zoo Digital	31	80%	
PRIDE FC	THQ	34	75%	
PRIMAL	SCEE	33	79%	
PRISONER OF WAR	Codemasters	24	73%	
PRO EVOLUTION SOCCER 2	**Konami**	**29**	**94%**	
Konami's football hymnsheet will have have you singing with delight.				
PRO EVOLUTION SOCCER 3	**Konami**	**41**	**96%**	
Refinement to the graphics and gameplay make this absolutely perfect.				
PROJECT EDEN	Eidos	14	86%	
PROJECT ZERO 2: CRIMSON BUTTERFLY	Tecmo	45	82%	
PRO RALLY 2002	Ubisoft	22	68%	
PSI-OPS: THE MINDGATE CONSPIRACY	Midway	52	86%	
PTO IV	Koei	48	41%	
PUYO POP FEVER	Sega	46	85%	
QUAKE 3 REVOLUTION	Bullfrog	08	85%	
RAINBOW SIX 3	Ubisoft	47	77%	
RALLY CHAMPIONSHIP	SCi	24	56%	
RALLY FUSION: RACE OF CHAMPIONS	Activision	29	68%	
RATCHET & CLANK	**SCEE**	**29**	**91%**	
A labour of love on every crafted level. Packing a ton of ingenious gadgets.				
RATCHET & CLANK 2	SCEE	42	85%	
RAYMAN	Ubisoft	18	48%	
RAYMAN REVOLUTION	Ubisoft	05	68%	
RAYMAN 3: HOODLUM HAVOC	Ubisoft	34	80%	
RC REVENGE PRO	Acclaim	04	56%	
READY 2 RUMBLE: ROUND 2	Midway	04	82%	
RED CARD	Midway	23	80%	
RED DEAD REVOLVER	Rockstar	49	86%	
RED FACTION	THQ	11	88%	
RED FACTION 2	THQ	29	85%	
REIGN OF FIRE	Bam!	30	71%	
RESIDENT EVIL CODE: VERONICA X	Capcom	13	80%	
RESIDENT EVIL: DEAD AIM	Capcom	37	68%	
RESIDENT EVIL SURVIVOR 2 CODE: VERONICA	Capcom	20	41%	
RESIDENT EVIL OUTBREAK (IMPORT)	Capcom	45	86%	
RETURN TO CASTLE WOLFENSTEIN OP. RESURRECTION	Activision	38	80%	
REZ	Sony	18	66%	
RICHARD BURNS RALLY	SCi	51	66%	
RIDGE RACER 5	Namco	01	72%	
RIDING SPIRITS	Bam!	27	46%	
RIDING SPIRITS 2	Capcom	50	48%	
RING OF RED	Konami	10	74%	
RISE TO HONOUR	Sony	47	71%	
RISK	Atari	52	64%	
ROBOTECH: BATTLECRY	TDK Mediactive	30	69%	
ROBOT WARLORDS	Midas	08	46%	
ROBOT WARS: ARENAS OF DESTRUCTION	BBC	16	63%	
ROADKILL	Terminal Reality	44	72%	
ROCKY	Rage	29	84%	
ROGUE OPS	Kemco	45	38%	
ROLLERCOASTER WORLD	Midas	47	50%	
ROMANCE OF THE THREE KINGS VIII	Koei	48	70%	
R: RACER EVOLUTION	NAMCO	45	37%	
RTX RED ROCK	LucasArts	38	55%	
RUGBY 2004	EA	40	81%	
RUMBLE RACING	EA	10	76%	
RUNE: VIKING WARLORD	Take 2	13	56%	
RYGAR: THE LEGENDARY ADVENTURE	Tecmo	33	78%	
SAMURAI	Bam!	25	74%	
SAMURAI JACK: THE SHADOW OF AKU	Sega	51	59%	
SAMURAI WARRIORS	EA	52	80%	
SAVAGE SKIES	Big Ben	34	67%	
SCOOBY-DOO: NIGHT OF 100 FRIGHTS	THQ	25	64%	
SCOOBY DOO: MYSTERY MAYHEM	THQ	49	51%	
SCRABBLE 2003 EDITION	Ubisoft	40	64%	
SECOND SIGHT	**Codemasters**	**53**	**90%**	
Beautiful design and a truly novel take on the stealth genre. A must for anyone.				
SECRET WEAPONS OVER NORMANDY	LucasArts	45	76%	
SEEK & DESTROY	Play It	39	69%	
SEGA BASS FISHING DUEL	Acclaim	33	55%	
SERIOUS SAM: NEXT ENCOUNTER	Take Two	49	74%	
SHADOW HEARTS	Midway	21	60%	
SHADOW MAN: 2ECOND COMING	Acclaim	20	68%	
SHADOW OF MEMORIES	Konami	06	80%	
SHELLSHOCK: NAM '67	Eidos	51	71%	
SHIFTERS	3DO	24	40%	
SHINOBI	EA	35	75%	
SHOX	EA	28	61%	
SHREK 2	Activision	51	78%	
SHREK SUPER PARTY	TDK Mediactive	33	58%	
SHOWDOWN: LEGENDS OF WRESTLING	Acclaim	50	72%	
SILENT HILL 2	Konami	15	88%	
SILENT HILL 3	Konami	36	87%	
SILENT HILL 4: THE ROOM	Konami	52	74%	
SILENT SCOPE 3	Konami	31	54%	
SILPHEED	Working Design	03	51%	
SIMPSONS HIT AND RUN	Vivendi	42	77%	
SIMPSONS ROAD RAGE, THE	EA	16	76%	
SIMS, THE	EA	31	85%	
SIMS: BUSTIN' OUT, THE	EA	44	79%	
SINGSTAR	**SCEE**	**49**	**90%**	
For people who don't like games. And for people who love games.				
SKY ODYSSEY	SCEE	08	79%	
SLAM TENNIS	Atari	25	77%	
SLED STORM	EA	21	76%	
SLY RACCOON	SCEE	31	80%	
SMASH CARS	Metro 3D	39	54%	
SMASH COURT TENNIS: PRO TOURNAMENT	SCEE	23	87%	
SMASH COURT TENNIS: PRO TOURNAMENT 2	Sony	50	85%	
SMUGGLER'S RUN	Take 2	03	75%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | **SILVER AWARD:** A top-notch PS2 title that scored between 80-89% | **GOLD AWARD:** A game scoring 90% or more. An absolute classic.

RC SPORTS COPTER CHALLENGE	36%
RUNABOUT 3	22%
SCORPION KING, THE: RISE OF THE AKKADIAN	23%
SEGA SOCCER SLAM	36%
SEVEN SAMURAI 20XX	33%
SHADOW OF ZORRO	35%
SHAUN PALMER'S PRO SNOWBOARDER	35%
SIMPSONS SKATEBOARDING, THE	09%
SKY SURFER	20%
SPACE INVADERS: INVASION DAY	30%
SPEED CHALLENGE: JACQUES	
VILLENEUVE'S RACING VISION	23%

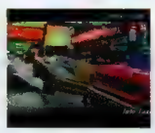
SUNNY GARCIA SURFING	
SUPERCAR STREET CHALLENGE	
SURFING H3O	
SVEN-GORAN ERIKSSON'S	
WORLD CUP CHALLENGE	
TETRIS WORLDS	
TERMINATOR 3: ROTM	
TOP ANGLER	
TWIN CALIBER	
WARRIORS OF MIGHT & MAGIC	
WDL WAR JETZ	29%
WHIRL TOUR	



TOP FIVE

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
SMUGGLER'S RUN 2: HOSTILE TERRITORY	Take 2	17	77%	
SOCOM: US NAVY SEALS	SCEA	30	82%	
SOCOM 2: US NAVY SEALS	**SCEE**	**44**	**90%**	
Immersive and dramatic – this game alone is worth hooking up to broadband.				
SOLDIER OF FORTUNE: GOLD EDITION	Codemasters	23	64%	
SONIC HEROES	Sega	46	66%	
SOS: THE FINAL ESCAPE	Agetec	33	81%	
SOUL CALIBUR 2	**Namco**	**40**	**93%**	
The very best fighter money can buy. Comes complete with old man Heihachi.				
SOUL REAVER 2	Eidos	17	78%	
SPAWN ARMAGEDDON	EA	47	69%	
SPEED KINGS	Acclaim	37	55%	
SPHINX AND THE CURSED MUMMY	THQ	46	64%	
SPIDER-MAN: THE MOVIE	Activision	24	70%	
SPIDER-MAN 2	**Activision**	**51**	**92%**	
Best movie license ever. Best superhero game ever. Best GTA clone. Enough said.				
SPLASHDOWN	Atari	16	75%	
SPLASHDOWN 2: RIDERS GONE WILD	THQ	40	75%	
SPLINTER CELL	**Ubisoft**	**34**	**91%**	
The ultimate 'boys with toys' action adventure that's full of surprises.				
SPLINTER CELL: PANDORA TOMORROW	Ubisoft	51	88%	
SPY FICTION	Sammy	54	75%	
SPY HUNTER	Midway	14	79%	
SPY HUNTER 2	Midway	46	67%	
SPYRO: ENTER THE DRAGONFLY	Universal	30	68%	
SSX TRICKY	**EA**	**16**	**95%**	
Edgy, funky, cool – compulsive gameplay with riotous effects equals pure fun.				
SSX3	**EA**	**41**	**94%**	
One of the few games to make you feel good about life. Responsive and thrilling.				
STARSKY & HUTCH	Empire	38	77%	
STAR TREK VOYAGER: ELITE FORCE	Codemasters	23	75%	
STAR WARS: BATTLEFRONT	Activision	54	77%	
STAR WARS: BOUNTY HUNTER	Activision	31	62%	
STAR WARS: JEDI STARFIGHTER	Activision	22	80%	
STAR WARS: STARFIGHTER	Activision	09	85%	
STAR WARS: SUPER BOMBAD RACING	Activision	11	45%	
STAR WARS: THE CLONE WARS	Activision	33	69%	
STATE OF EMERGENCY	Take 2	20	75%	
STREET FIGHTER EX3	Capcom	05	79%	
STREET HOOPS	Activision	28	64%	
STUNT GP	Titus	16	38%	
STUNTMAN	Atari	26	74%	
SUFFERING, THE	Midway	48	86%	
SUIKODEN 3	Konami	39	66%	
SUMMER HEAT BEACH VOLLEYBALL	Acclaim	39	56%	
SUMMONER	THQ	07	70%	
SUMMONER 2	THQ	29	73%	
SUM OF ALL FEARS, THE	Ubisoft	29	57%	
SUPER BUST-A-MOVE	Acclaim	04	78%	
SUPERFARM	Ignition	42	60%	
SUPERMAN: SHADOW OF APOKOLIPS	Atari	29	48%	
SUPER TRUCKS	Jester	22	45%	
SWAT GLOBAL STRIKE TEAM	Vivendi	42	82%	
SWING AWAY GOLF	EA	05	70%	
SX SUPERSTAR	Acclaim	38	53%	
SYPHON FILTER: THE OMEGA STRAIN	SCEA	50	75%	
TAK AND THE POWER OF JUJU	THQ	47	70%	
TAZ: WANTED	Atari	28	70%	
TD OVERDRIVE	Atari	23	64%	
TEENAGE MUTANT NINJA TURTLES	Konami	47	56%	
TEKKEN 4	**SCEE**	**27**	**90%**	
Way more of everything than the stopgap Tournament title. Brilliant.				
TEKKEN TAG TOURNAMENT	SCEE	04	87%	
TENCHU: WRATH OF HEAVEN	Activision	34	70%	
TERMINATOR: DAWN OF FATE	Atari	28	49%	
TEST DRIVE: OFFROAD WIDE OPEN	Atari	16	44%	
THEME PARK WORLD	EA	05	68%	
THING, THE	Vivendi	27	83%	
THIS IS FOOTBALL 2003	Sony	28	74%	
THIS IS FOOTBALL 2004	Sony	47	75%	
THUNDERHAWK: OPERATION PHOENIX	Eidos	14	70%	
TIGER WOODS PGA TOUR 2004	EA	40	81%	
TIGER WOODS PGA TOUR 2005	EA	544	82%	
TIME CRISIS 2	Sony	16	78%	
TIMESPLITTERS 2	**Eidos**	**28**	**95%**	
Stunning multiplayer action PLUS a massive, varied single-player mode too.				
TOCA RACE DRIVER	Codemasters	26	82%	
TOCA RACE DRIVER 2	**Codemasters**	**54**	**90%**	
Tracks, cars and – vitally – racing are all super..				
TOKYO ROAD RACE	Midas	36	45%	
TOMB RAIDER: THE ANGEL OF DARKNESS	Eidos	38	58%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
TONY HAWK'S PRO SKATER 3	**Activision**	**17**	**96%**	
A divinely-pitched challenge that'll keep you busy. Out now on Platinum.				
TONY HAWK'S PRO SKATER 4	**Activision**	**30**	**94%**	
Despite not having the impact of THPS3, we suggest you get this version first.				
TONY HAWK'S UNDERGROUND	**Activision**	**42**	**92%**	
Hardcore innovation meets cheesy execution. Tough, addictive and varied.				
TOP GEAR DARE DEVIL	Planet	04	62%	
TOP GUN: COMBAT ZONE	Virgin	16	67%	
TOTAL IMMERSION RACING	Empire	31	74%	
TRANSFORMERS	Atari	49	84%	
TRANSWORLD SURF	Atari	26	72%	
TREASURE PLANET	Sony	29	75%	
TRIBES: AERIAL ASSAULT	Vivendi	37	74%	
TRUE CRIME	Activision	43	74%	
TUROK EVOLUTION	Acclaim	27	71%	
TWISTED METAL: BLACK	Sony	13	80%	
TY THE TASMANIAN TI GER	EA	29	50%	
UEFA CHALLENGE	Atari	12	56%	
UEFA CHAMPIONS LEAGUE 2001/02	Take Two	18	48%	
UEFA EURO 2004	EA	49	70%	
UFC: SUDDEN IMPACT	Take 2	51	70%	
UFC: THROWDOWN	Ubisoft	27	75%	
UNLIMITED SAGA	Atari	42	41%	
UNREAL TOURNAMENT	Atari	07	82%	
URBAN FREESTYLE SOCCER	Acclaim	45	72%	
USA RACER	Davilex	36	37%	
VAMPIRE NIGHTS	SCEE	21	59%	
VAN HELSING	VU Games	49	67%	
VEXX	Acclaim	34	73%	
VIB RIPPLE	Sony	52	58%	
VICTORIOUS BOXERS	Empire	14	80%	
VIETCONG: PURPLE HAZE	Gathering	54	71%	
VIEWTIFUL JOE	Capcom	54	88%	
VIRTUA COP: ELITE EDITION	Acclaim	30	44%	
VIRTUA FIGHTER 4 EVOLUTION	Sega	36	87%	
VIRTUAL-ON: MARZ	Sega	39	56%	
VIRTUA TENNIS 2	Acclaim	30	88%	
V-RALLY 3	Atari	24	81%	
WACKY RACES	Atari	11	63%	
WAKEBOARDING UNLEASHED: FT. SHAUN MURRAY	Activision	37	65%	
WALLACE AND GROMIT IN PROJECT ZOO	Bam!	41	69%	
WARHAMMER 40,000: FIRE WARRIOR	THQ	40	65%	
WAR OF THE MONSTERS	SCEE	34	69%	
WAY OF THE SAMURAI	Capcom	50	80%	
WDL THUNDER TANKS	3DO	06	69%	
WEAKEST LINK, THE	Activision	16	60%	
WHIPLASH	Eidos	46	72%	
WHITEOUT	Konami	44	45%	
WHO WANTS TO BE A MILLIONAIRE 2	Eidos	17	53%	
WILD ARMS 3	Ubisoft	33	71%	
WILD WILD RACING	Rage	03	71%	
WINNING ELEVEN 7 INTERNATIONAL	Konami	50	89%	
WINNING ELEVEN 8	**Konami**	**53**	**92%**	
A digital depiction of footballing brilliance second to none.				
WIPEOUT FUSION	Sony	19	73%	
WOODY WOODPECKER: ESC. FROM BUZZ BUZZARD'S PK	Cryo	30	49%	
WORLD CHAMPIONSHIP SNOOKER 2003	Codemasters	37	78%	
WORLD CHAMPIONSHIP SNOOKER 2004	Codemasters	51	80%	V
WORLD RALLY CHAMPIONSHIP 2	SCEE	29	85%	
WORLD RALLY CHAMPIONSHIP 3	SCEE	42	89%	
WORLD CHAMPIONSHIP RUGBY	Acclaim	48	55%	
WORLD WAR ZERO: IRONSTORM	MC2	48	77%	
WORMS 3D	Sega	42	80%	
WORMS BLAST	SCEE	21	57%	
WRECKLESS: THE YAKUZA MISSIONS	Activision	30	38%	
WWE CRUSH HOUR	THQ	37	49%	
WWE SMACKDOWN! SHUT YOUR MOUTH	THQ	29	82%	
WWF SMACKDOWN! JUST BRING IT	THQ	16	80%	
XGRA: EXTREME G	Acclaim	40	75%	
X-MEN: NEXT DIMENSION	Activision	31	67%	
X-MEN: WOLVERINE'S REVENGE	Activision	36	75%	
X SQUAD	EA	06	59%	
YU-GI-OH!: DUELLISTS OF THE ROSES	Konami	41	62%	
ZOE 2: THE 2ND RUNNER	Konami	35	79%	



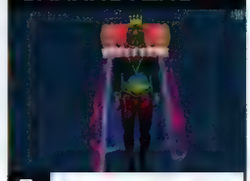
GTA VEHICLES

1. FAGGIO (VICE CITY)
2. HUNTER (VICE CITY)
3. STALLION (GRAND THEFT AUTO 3)
4. DODO (GRAND THEFT AUTO 3)
5. SANCHEZ (VICE CITY)

BEASTS

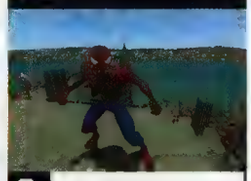
1. BLANKA (STREET FIGHTER)
2. KIHMARI (FINAL FANTASY X)
3. DONKEY (SHREK 2)
4. DAXTER (JAK 3)
5. RATCHET (RATCHET & CLANK)

ODD CHARACTERS



1. KING OF SPACE (KATAMARI DAMASHII)
2. MISTER MOSQUITO (MR. MOSQUITO)
3. KEEPA (FINAL FANTASY X)
4. VIB (VIB RIPPLE)
5. DONALD LOVE (GTA)

MEN



1. SPIDER-MAN
2. BATMAN
3. SUPERMAN
4. RAYMAN
5. CATWO... MAN

■ **BRONZE AWARD:** A very enjoyable and solid game scoring 70-79% | ■ **SILVER AWARD:** A top-notch PS2 title that scored between 80-89% | ■ **GOLD AWARD:** A game scoring 90% or more. An absolute classic.

QUICK TIP: FIGHT NIGHT 2004 FOR ALL VENUES HIGHLIGHT 'MY CORNER' ON THE MAIN MENU AND PRESS ←,←,←,→,→,→,←,→,→

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PS2

112

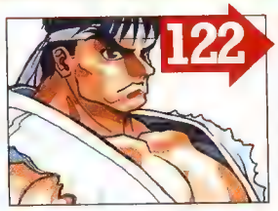
RESIDENT EVIL: OUTBREAK

Not only do we tell you how to beat all five scenarios, but how to get 100% ratings in each of them too!

118

PRO EVO 4

We tell you who to buy and the best match strategies to use them in. Master League victory will be yours if you follow our wise words.



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ULTRA DOJO

Are you great at games? Have you just discovered a glitch in your favourite game? Send us a tape and get yourself in the mag and on DVD.

Take your finger out of the electric socket – our here to help.

TIP OF THE MONTH

BUST OPEN EVERY PLANET AND MISSION WITH OUR ARM-SEVERINGLY EFFECTIVE BUTTON-PRESS CHEAT CODES!

ICE KRISPIES: The battle on Hoth is just hotting up.

BRAD PIT: Knock 'troopers into the Sarlaac's gaping gob.

STAR WARS: BATTLEFRONT

We're not saying that we're Luke's father, but when it comes to tips for *Star Wars: Battlefront*, we're definately the daddies.

Not only have we been watching the DVD boxset until our eyes have bled, we've also been playing *Battlefront* to death. Why? Well we wanted you, our loyal reader, to know all the secrets before anyone else. So indulge yourself in these quality cheats, and may the force be with you.

ALL THE PLANETS

Select any era in single-player mode, then press Square, Circle, Square, Circle to unlock all planets.

ALL MAPS AND HISTORICAL CAMPAIGNS

Select any era in single-player mode, then press Square, Triangle, Square, Triangle to unlock all maps and historical campaigns.

INSTANT ACTION MISSIONS

Successfully complete a mission in historical campaign mode to unlock the same mission in instant action mode.

ART AND PHOTO GALLERY

Win the indicated mission to unlock the corresponding entry in the gallery:

BESPIN CONCEPT ART: Bespin - The Liberation of Cloud City (Historical Campaigns: Galactic Civil War)

ENDOR STILLS: Bespin - Battle in the Clouds (Historical Campaigns: Galactic Civil War)

GEONOSIS STILLS: Geonosis - Battle Of Geonosis (Historical Campaigns: Clone Wars)

HOTH CONCEPT ART: Hoth - Battle of Hoth (Historical Campaigns: Galactic Civil War)

KAMINO STORYBOARDS: Kamino - Assault On Kamino (Historical Campaigns: Clone Wars)

NABOO STILLS: Naboo - Rebellion On Theed (Historical Campaigns: Clone Wars)

STAR WARS BATTLEFRONT ART: Kashyyyk - Aggressive Negotiations (Historical Campaigns: Clone Wars)

TATOOINE CONCEPT ART: Tatooine - Siege Of Mos Eisley (Historical Campaigns: Galactic Civil War)

Weapons and Units Stills: Rhen Var - Mountaintop Defenses (Historical Campaigns: Clone Wars)

Yavin Concept Art: Yavin 4 - The Fall of Yavin 4 (Historical Campaigns: Galactic Civil War)

LUKE SKYWALKER ON HOTH

Watch for the rebel pilot on Hoth who uses a lightsaber. Follow him and you'll be fighting along side Luke Skywalker himself. You must have "Heroes" enabled.

HOT PLAYERS: Gary Player is just one of the stars of the new *Tiger*.

BURNOUT 3: TAKEDOWN

INFINITE BOOST

Complete crash mode with gold medals in all events. Start a new game, and during a race press Up, Left, Right, Down, Circle (2).. You must enter this quickly. If you did this correctly you will have infinite turbo.

QUICK START

Hold the gas while tapping the brakes to get your tires smoking. When the countdown is between "1" and "Go", release the gas, then press it again.

EASY TAKEDOWN

As soon as any race begins, immediately get behind the nearest opponent and hold Boost. You will start getting "Tailgating" points and will receive a short boost. Use this boost to quickly slam your opponent. This will result in a takedown about 90% of the time and will immediately fill your entire boost bar.

TIGER WOODS PGA TOUR 2005

ALL GOLFERS AND COURSES

Enter "THEGIANTOYSTER" as a case-sensitive code to unlock all golfers and courses.

ALL SKILLS

Enter "NIGHTGOLFER" as a case-sensitive code to unlock every single skill.

PLAY AS ARNOLD PALMER

Enter "THEKING" as a case-sensitive code to unlock Arnold Palmer.

PLAY AS GARY PLAYER

Enter "BLACKKNIGHT" as a case-sensitive code to unlock Gary Player.

PLAY AS JACK NICKLAUS

Enter "GOLDENBEAR" as a case-sensitive code to unlock Jack Nicklaus.

PLAY AS JUSTIN TIMBERLAKE

Enter "THETENNESSEEKID" as a case-sensitive code to unlock Justin Timberlake.

HARRY POTTER AND THE PRISONER OF AZKABAN

EASY BEANS

You can get lots of beans and Wiggenweild Potions in Fred and Georges bathroom. Play as Ron and go to the back room. Go up to the robes and press X for both sides. Beans and sometimes Wiggenweild Potions will appear. Go through the secret wall, then

TIPS

go back to Fred and Georges. Go to the robes and do the same thing. Keep going back and forth and you will have plenty of beans. Also when using Harry, Hermione, or Ron, fire your attacking spell at a bush. A bean will appear. Continue to do this as many times as desired.

HIDDEN COLLECTORS CARDS
Using Hermione, go to every fireplace around the school, including the Gryffindor common room fireplace, and use the Glacius spell on them. By doing this, a Famous Witches or Wizards card will appear. Also using Hermione, purchase the Snufflifores Spellbook at Fred and Georges shop for 50 Beans. Using this spell, you can turn flying books into mice, which will run away into a mouse hole located within that room. When the mouse enters the hole, either a rare card or Bertie Bott's Beans will appear.

DRIV3R

ALL CITIES UNLOCKED IN TAKE A RIDE MODE
At the main menu, press Triangle, Circle(2), R1, R2, L1(2). There's no confirmation sound

ALL MISSIONS
At the main menu, press L1, R1, L1, L2, Square(2), Circle. You'll hear a sound and the option will be unlocked at the menu.

ALL VEHICLES
At the main menu, press L1(2), Square, Circle, L1, R1, Circle. You'll hear a sound and the option will be unlocked.

ALL WEAPONS
At the main menu, press R1, L2, Square, Circle, R1, R2, L2. You'll hear a sound and the option will be unlocked at the menu.

INFINITE AMMUNITION
At the main menu, press R1, R2, R1, R2, Square, Circle, Square. You'll hear a sound and the option will be unlocked.

INVINCIBILITY
At the main menu, press Square(2), L1, R1, L2, R2(2). If you entered the code correctly, you will hear a sound and the option will be unlocked at the menu. Note: This has no effect in undercover mode.

IMMUNITY
At the main menu, press Circle(2), L1, L2, R1, R2, Square. If you entered the code correctly, you will hear a sound and the option will be unlocked at the menu. Note: This has no effect in undercover mode. No police will chase you in this mode.

RESIDENT EVIL: OUTBREAK

KEEP SP ITEM
Play a scenario until you get the SP item. If you die or quit the game you still keep it. How handy is that?

HARD MODE
Successfully complete the "Decisions, Decisions" stage. You can now unlock hard mode for 2,000 points.

VERY HARD MODE
Successfully complete all stages on the hard difficulty setting. You can now unlock very hard mode for 3,000 pts.

SOLO MODE
Successfully complete all stages on the hard difficulty setting. You can now unlock very hard mode for 10,000 pts.

INFINITE AMMO
Successfully complete all stages with a 100% rating. You can now unlock infinite ammo free mode for 50,000 pts.

SILENT HILL 4: THE ROOM

MACHINE GUN
Successfully complete the game with at least 9 stars. Start a new game.
The machine gun is found in the Apartment world in Room 102.

ONE WEAPON MODE
Earn 10 big stars on 'Hard'.

ALL WEAPONS MODE
Successfully complete One Weapon mode.

EILEEN'S NURSE COSTUME
Successfully complete the game on any skill level and then restart using the same save. Check room 303 for the costume. It can be selected on the 3rd run through.

CYNTHIA'S SPECIAL COSTUME
Finish the game with all four endings on one slot. Start a new game and select Eileen's nurse uniform to have Cynthia wearing her special costume.

CHAINSAW WEAPON
Successfully complete the game, save and load the new data. In the Forest World, search for a cut tree trunk near the car and you will locate the Chainsaw beside it.

SPIDER-MAN 2

PROGRAMMER SAVE
Start a new game and enter "HCRAYERT" as a name ("Treyarch" spelled backwards), then go back and enter any name of your choice. The game will start in progress, with over 40% completion, 201,000 Hero points, with Swing Speed and Web Zip upgrades, and "Big Game Hunter", "Alien Buster", "Shock Absorber", and "Tentacle Wrangler" ranks. Additionally, this code has another effect when used with an existing game. Load your saved game, select "New Game", then enter "HCRAYERT" as a name. The game will not allow you to enter it, but when you exit out of that screen, you will get 201,000 Hero points, all skills cleared, be at the "First Day Of The Rest Of Your Life", but will still have your token collection and other progress points intact.

SONIC HEROES

METALLIC CHARACTERS
After you select a level in two-player mode, hold "circle" and "X" to make the selected characters metallic.

TWO-PLAYER TEAM BATTLE
Collect 20 emblems during the story or challenge modes and you'll to unlock the two-player team battle.

TWO-PLAYER SPECIAL STAGE
Collect 40 emblems in the story or challenge modes to unlock the two-player special stage.

TWO-PLAYER RING RACE
Collect 60 emblems in the story or challenge modes to unlock the two-player ring race.

TWO-PLAYER BOBSLED RACE
Collect 80 emblems in the story or challenge modes to unlock the two-player bobsled race.

TWO-PLAYER QUICK RACE
Collect 100 emblems in the story or challenge modes to unlock the two-player quick race.

TWO-PLAYER EXPERT RACE
Collect 120 emblems in the story or challenge modes to unlock the two-player expert race.

TEAM CHAOTIX'S CINEMA
Successfully complete story mode with Team Chaotix to unlock their cinema.

TEAM DARK'S CINEMA
Successfully complete story mode with Team Dark to unlock their cinema.

TEAM ROSE'S CINEMA
Successfully complete story mode with Team Rose to unlock their cinema.

TEAM SONIC'S CINEMA
Successfully complete story mode with Team Sonic to unlock their cinema.

TEAM CHATOIX THEME
Successfully complete story

DEF JAM: FIGHT FOR NY

It's all about the bling. Here's how to get the most bangs for your bucks.

CHEAT MODE
Enter the "Extras" menu and select the "Cheats" option. Then, enter one of the following codes to activate the corresponding cheat function:
100 reward points Enter "Crooklyn", "GetStuff", "Duckets", "TheSource", or "NewJack" as a code to get an extra 100 reward points. Note: Each code can only be used once.

JUST FOR KICKS: Unlock extra goodies above.

I WANT YOU TRACY: Then go and murder someone. Nice.

NBA BALLERS

A fitting end to a flawless B-ball match...

After bringing the crowd to a rapturous applause, it's time to end the action in style. To literally 'Bring Down Da House', make sure your Juice meter is full, hold R1, R2 and Triangle you'll ally-oop the ball to yourself and teardown the backboard. This is a vital tactic for win a game in the third tournament. Alternatively, press Triangle to ally-oop the ball to yourself. Then, hold L1, L2, R1, R2 and press Circle and you'll perform the "Bringing Down Da House" move.

TIME TO GET DUNKY: Here's how to do the ultimate slam.

ACTION REPLAY CODES

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2
You must enter the M code first for these codes to work.

SECOND SIGHT(M)
DGFU-Y1PH-W1N5Y
QAWR-4YBF-FAE6J

INFINITE HEALTH
Jo1N-JQUT-8DAF6
D2R8-VM1W-2AHQA
PRM5-3664-ZXM4C

INFINITE MANA
WAKX-9TY2-4GV3Y
XPUW-FEGC-DHYFo
8VJY-E1QC-UP4YC
6KE9-JZZG-3KMBZ

INFINITE AMMO (PRIMARY WEAPON)
G2N9-5AXZ-G0329
M3FT-RGG6-4UKNE

BURNOUT 3: TAKEDOWN(M)
36Q8-3JEJ-9TB6M
8A4B-RWXA-X34YE
N6MM-1Y0X-83MNC
NWG7-0V1Q-Y1W89
HQ19-H0XE-PHXAN
9Q38-1WHG-MOG41

ALL CARS AVAILABLE AT SELECTION SCREEN
H8DJ-DNGP-5B579
M5FH-9WNB-03F8M

INVINCIBLE TO FRONTAL COLLISIONS
HUF9-C0B6-WIIBH
FZ63-518D-FPBRJ

EXTRA TURBO
TAP ON THE BOOST BUTTON QUICKLY FOR EXTRA SPEED
PJ6V-C5UF-WY7QA
8DHM-8VW2-J63F4
B8BH-V8UD-EXVNR

RESIDENT EVIL: OUTBREAK(M)
LOW VIRUS PERCENTAGE
DFDM-G05D-246X9
89DM-11RB-3YYU3

INFINITE & MAX HEALTH
NDE4-C421-XHQN9
X787-4RZ1-EUJWK
VBWG-9KDP-V7250

INFINITE AMMO
Z1YR-CE7Y-8CREF
X787-4RZ1-EUJWK
881H-NCR9-DP9E1

FAST MOVES
WXBF-P66F-QFYUC
P8CH-NX2Z-7881W

Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

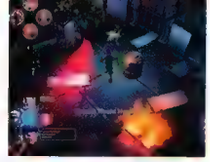
POSH AND X: Render the game simple and pointless with our cheats!

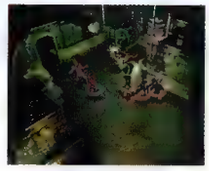
X-MEN: LEGENDS

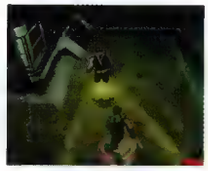
Too hard? Here's some light relief...

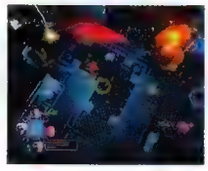
INFINITE HEALTH KITS
Keep one Danger Room objective open by failing it every time. When you run low on power ups during a mission, go to the extraction point, load up a Danger Room test and fail again. You can earn kits while doing these Danger Room tests, but the game won't give you any more health kits once you successfully complete a test.

XTREME ALTERNATE COSTUMES
At the main menu, press Up(2), Right, Left, Down(2), Start. While playing a game, go to an Xtraction save location and use the button next to "Skin". You can browse unlocked costumes in the X-Mansion's Danger Room.





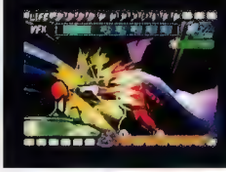




VIEWTIFUL JOE

BEAT EVIL JOE
You need to stick close with this evil clone of Joe. He is vulnerable to attack when he calls Six or attempts any other clone attack. He can also be attacked when you dodge one of his skull mark attacks. If Another Joe uses a clone attack use a ZOOM spinning kick in midair. If the 6 Machine's come, knock them out of the air as fast as possible using two SLOW hits and then beat it on the ground. Then attack Another Joe with the Slow Red Hot One Hundred. He will retaliate with a Spin Kick which you should dodge it while on Slow. After the spin kick watch his images carefully to see where he is. Stay on him and don't let him get to far away.

BEAT RHINO DAVIDSON
Start by Mach Speeding him and he will defend with his axe. Two things may happen. He will either attack you or the axe will slip out of his hands, leaving him open for attack. If he charges at you, jump out of the way and run into the fire he left by for extra fire damage when you punch him. He should be dizzy from smacking his head on the wall, so you can attack him. Repeat those steps to defeat him.



mode with Team Chatoix to unlock their "Team Chatoix" theme song.

THIS MACHINE THEME
Successfully complete story mode with Team Dark to unlock their "This Machine" theme song.

FOLLOW ME THEME
Successfully complete story mode with Team Rose to unlock their "Follow Me" theme song.

WE CAN THEME
Successfully complete story mode with Team Sonic to unlock their "We Can" theme song

BRING FALLEN CHARACTERS BACK TO LIFE
If characters are lost during battle, use Team Blast (once you earn it) to bring them back from the dead

SECOND SIGHT

X-SPACE '92 MINI GAME
On level 6, Madness, use a computer disk found in the level on a PC to play the X-Space '92 mini game. Once this has been done, the game will be able to be accessed on the "Applications" sub-menu when you pause the game.

EARTH IMPACT MINI GAME
On level 8, Reliance, go into the games room to find a fully-operational Earth Impact mini game. Once this has been done, the game will be able to be accessed on the Applications sub-menu when you pause the game.

ONLINE CHATROOM
On level 3, Experimentation, on the PC where you killed the security guard outside the elevator, open the "Front Desk" applications folder on the desktop. Then, select HyperChat. You will then be able to see what the Guard has been up to, as well as that the person who the guard was talking to continues talking and gets more worried as he does not reply.

FREE RADICAL REFERENCE
On level 13, Conspiracy, watch the video file you made and check the email on the PC. A new comedy file will download and tell you about Free Radicals official website, www.frd.co.uk. Keep logging on for more messages.

LOCKED UP
Just before you get to Jayne Wilde, you will move through a grid with a series of cells. You can open these cells to cause a bit of havoc. However, if you stand in an empty cell and project yourself out the door and to the switch outside, you can lock yourself in. Snap back to your body and Vettic will make a comment like "Well that was clever." Wait a few seconds and one of the psychos in the cells will run along and pull the lever, freeing you.

EASILY RED: Our tips help unlock the hidden Invincibility switch.

SHELLSHOCK: NAM '67

ALL MISSIONS AND GALLERY PICTURES UNLOCKED
At the "Press Start" screen, press L2, R2, L1, R1, L1, L2(2), R2, L1, R1(2), R2.

INVINCIBILITY
At the "Press Start" screen, press R3, L3, Right, Left, L1, R1, R3, L3, Right, Left, L1, R1.

INFINITE AMMUNITION
At the "Press Start" screen, press R2, R1, Triangle, L2, L1, Up, R2, R1, Triangle, L2, L1, Up.

ADD WEAPON
At the "Press Start" screen, press Up, Down, Left, Right, Circle, Square, Up, Down, Left, Right, Circle, Square. The "Add Weapon" option will now appear when the game is paused.

PSYCHEDELIC MODE
At the "Press Start" screen, press Up, R2, Circle, Left, Triangle, Square, L2, L1, Circle, R1.

RED DEAD REVOLVER

LEVEL SELECT
Successfully complete the game and earn an Excellent rating on each level. At the main menu press and hold R trigger + L trigger, X (2), Y (2). A level select will appear on this screen. Please note: If you do not earn an excellent rating on a level, immediately restart the level and try again. You will not be able to retry a level once you move on to the next.

COMPLETION BONUSES
Successfully complete the game to unlock Bounty Hunter mode and Hard mode. Successfully complete the game in Hard mode to unlock the Very Hard and Red Wood Revolver (play as Manny Quinn training dummy) modes. Additionally, buy every item from the stores to unlock all showdown characters and journal pages.

CHEAT MODE
Play through the game in bounty hunter mode to unlock various cheats, including "Invincibility", "Infinite Deadeye", "Golden Gun" (powerful guns), "Bite the Bullet" (one hit kills), "Sad Stars" (blood replaced with stars), "No HUD", "No Distortion", "Show Player Position", "Show AI Info", and "Big Money" at the pause menu; as well as more characters in Showdown.

CHAPTER 1: Morning Star (Red's mother) as a showdown character
CHAPTER 2: Sad Stars cheat
CHAPTER 5: Sheriff Bartlett as a showdown character
CHAPTER 11: Smitty as a showdown character
CHAPTER 14: Matilda as a showdown character
CHAPTER 18: No HUDcheat and Grizzly as a showdown character
CHAPTER 20: Bite the Bullet cheat
CHAPTER 21: No Distortion cheat
CHAPTER 24: Infinite Deadeye cheat
CHAPTER 25: Golden Gun cheat
CHAPTER 27: Invincibility cheat

ONIMUSHA 3: DEMON SIEGE

UNLOCK MICHELLE'S SECRET COSTUME
Finish game once with best ranking (Onimusha).

UNLOCK PANDA COSTUME
Complete the secret training mode

UNLOCK SAMANOSUKE PECIAL OUTFIT #2
Have an Onimusha Buraiden saved file in your memory card

UNLOCK SPECIAL OUTFIT FOR SAMANOSUKE AND JACQUES
Simply beat 'Normal Mode' once

UNLOCK EASY MODE
'Game Over' twice in normal mode, and easy mode will be unlocked

UNLOCK HARD MODE
Complete the game on normal mode once

UNLOCK ISSEN MODE
Complete game on hard mode once

UNLOCK ONI HARD MODE
Complete Issen mode once

UNLOCK ULTIMATE MODE
Complete the shooting mini game

UNLOCK THE THREE SWORDS FROM ONIMUSHA 1
Collect the 3 key items from just the Phantom Realms at Underwater Temple and Mont St. Michel

UNLOCK TRUE ENDING
Get all Haori for Ako

HEIHACHI MISSIONS
Finish the game once on any difficulty

UNLOCK PUZZLE MINI GAME
Complete all puzzles in the normal game

UNLOCK SECRET TRAINING MODE
Complete normal training mode once and unlock it after finishing the game

SHOOTING MINI GAME
Finish game on the 'Normal'

DUPLICATE ITEMS
Go to any warp mirror, pick an item, store it and exit the store/warp screen but don't warp. The number of the item that you have will now be duplicated.

FAST LIFE RECOVERY
When you have Ako's White Vest equipped rotate the right analog stick and your life will replenish at least 2 times faster.

THE BISHAMON SWORD
Before your last encounter with Nobunaga, go to the save point at the bottom of the stairs to the temple. Look to your upper left. The crazy hanging man is right there. Move a little closer and you'll be, once again, warped to the demon world. Here, you'll have to find 8 red orbs to unlock the chest. Therein lies the Bishamon sword

MADDEN 2005

CARD CODES
Select the "My Madden" option at the main menu. Select the "Madden Cards" option, then choose "Madden Codes" to enter a code:

CARD	CODES
T.J. Duckett Gold Card	P67E1I

SPECIAL CARD UNLOCKS
In addition to the normal way to unlock a card, some cards require a specific task to be completed:

CARD 2
Earn a Gold in the All-Madden Chase and Tackle drill.

CARD 30
Earn a Gold in the All-Madden Coffin Corner drill.
CARD 38
Earn a Gold in the All-Madden Ground Attack drill.
CARD 42
Earn a Gold in the All-Madden Precision Passing drill.
CARD 52
Earn a Gold in the All-Madden Swat Ball drill.
CARD 99
Earn a Gold in the All-Madden Trench Fight drill.
CARD 104
Earn a Gold in the All-Madden Clutch Kicking drill.
CARD 147
Earn a Gold in the All-Madden Pocket Presence drill.
CARD 195
Earn a Gold in the Ground Attack drill.
CARD 197
Earn a Gold in the Clutch Kicking drill.
CARD 199
Earn a Gold in the Swat Ball drill.
CARD 208
Earn a Gold in the Pocket Presence drill.
CARD 209
Earn a Gold in the Trench Fight drill.
CARD 210
Earn a Gold in the Precision Passing drill.
CARD 211
Earn a Gold in the Coffin Corner drill.
CHEERLEADER AND CROWD
Successfully complete the Game Situation" challenges in mini-camp mode. The Cheerleader or Pump Up Crowd Cards for the team used will be unlocked.
CARDS AND CHEATS
Get a gold rank in any event on the All Pro, Pro and Rookie levels in mini-camp mode. Extra push in tackles

When you are a defender about to give a head-on-collision to the runner, press the Right Analog-stick Down to give extra push in your tackles, increasing the chance of a fumble.
UNSTOPPABLE TEAM
Successfully complete a season without losing a game. Save the game to memory card. Start a new game and go to Features, then to Rosters. Select View Rosters and select a player, then go to Attributes and you will now be able to max out all stats for each player.
EXTRA MONEY
During a regular season or playoff home game, pause and save the game. When game is saved, quit and go to the main menu. Reload your franchise file, which will take you to where you left off during that game. Every time you do this it is like the computer charged the fans to re-enter the stadium because all income from tickets, concessions, etc. have now been doubled.

DYNASTY WARRIORS: EMPIRES

PLAY AS DIAO CHAN
To play as Diao Chan the final ruler, you must successfully complete the game on hard mode. Start a new game and quickly press Square, Circle, Square, Circle, Right at the character selection screen. Diao Chan will then be unlocked.
INCREASE SUN CE'S RANK
Play Empire mode on Historic and select Wu. Eventually you will get a scene where you can get Sun Ce, who is looking for work. Later on you can choose to pass on Sun Jian's rank over to Sun Ce.
TRIGGER CHIBI BATTLE
You must recruit Huang Gai (if you are Wu kingdom), not Zhou Yu, if you want to trigger the Chibi Battle Event.

SPLINTER CELL: PANDORA TOMORROW

LEVEL SELECT
Beat the game on Hard difficulty mode and at the select game screen hold L1 + R1, Press Circle (2), Square (2), Left, Right, Down (2), Square.
COSTUME CHANGE
Beat the game on Hard difficulty mode and at the select game screen hold L1 + R1, press R3, L3, Triangle, Square, Triangle, Square to unlock 2 different costumes for Sam.

THE SIMPSONS: HIT AND RUN

UNLOCK ALL REWARD CARS
At the main menu, enter the options screen, then hold L1 + R1 and press X, Circle, X, Circle. If you entered the code correctly, you will hear the sound of a horn. Note: All missions may have to be beat in order for this code to work.
SHOW TREE
At the main menu, enter the options screen, then hold L1 + R1 and press Circle, X, Circle, Triangle. If you entered the code correctly, you will hear the sound of a horn.
RED BRICK
At the main menu, enter the options screen, then hold L1 + R1 and press Circle (2), Triangle, Square. If you entered the code correctly, you will hear the sound of a horn.
SHOW SPEEDOMETER
At the main menu, enter the options screen, then hold L1 + R1 and press Triangle(2), Circle, Square. If you entered the code correctly, you will hear the sound of a horn.
PLAY CREDITS DIALOGUE
At the main menu, enter the options screen, then hold L1 + R1 and press X, Square (2), Triangle. If you entered the code correctly, you will hear the sound of a horn.
ONE TAP TRAFFIC DEATH
At the main menu, enter the options screen, then hold L1 + R1 and press Triangle (2), Square (2) If you entered the code correctly, you will hear the sound of a horn. Cars will blow up if rammed including police.
NO TOP SPEED (FAST VEHICLES)
At the main menu, enter the options screen, then hold L1 + R1 and press Square(4). If you entered the code correctly, you will hear the sound of a horn.
UNLOCK ALL CAMERAS
At the main menu, enter the options screen, then hold L1 + R1 and press Circle(3), X. If you entered the code correctly, you will hear the sound of a horn.
CAR JUMP
At the main menu, enter the options screen, then hold L1 + R1 and press Square (3), Triangle. If you entered the code correctly, you will hear the sound of a horn.
Bonus Itchy & Scrathy cartoon

Collect all of the hidden cards in the game. Go to Lisa's level and visit the Comic Book Guys store. Buy the ticket for the movie and go to the theater and watch the show!
HIGH ACCELERATION
At the main menu, enter the options screen, then hold L1 + R1 and press Triangle(4). If you entered the code correctly, you will hear the sound of a horn.
TRIPPY
At the main menu, enter the options screen, then hold L1 + R1 and press Triangle, Circle, Triangle, Circle. If you entered the code correctly, you will hear the sound of a horn.
INVINCIBLE CAR
At the main menu, enter the options screen, then hold L1 + R1 and press Triangle, X, Triangle, X. If you entered the code correctly, you will hear the sound of a horn.

PSI-OPS

CHEAT MODE
At the main menu, highlight the "Extra Content" option and press R1 to display the "Password Entry" screen. Enter one of the following codes to unlock the corresponding cheat. Then, choose the "Mission Select" option in the "Extra Content" menu. Start the game through that option after toggling the desired cheats on or off.
ALL PSI POWERS
Enter 537893 as a password.
INFINITE AMMUNITION
Enter 978945 as a password.
BULLETPROOF
Enter 548975 as a password.
SUPER PSI
Enter 456456 as a password.
NO HEAD
Enter 987978 as a password.
ARCADE MODE
Enter 05051979 as a password.
CO-OP MODE
Enter 07041979 as a password.
SURVIVAL MODE
Enter 7734206 as a password.
DARK MODE
Enter 465486 as a password.
AURA POOL MISSION
Enter 659785 as a password.
BOTTOMLESS PIT MISSION
Enter 154897 as a password.
BOUNCY BOUNCY MISSION
Enter 568789 as a password.
GASOLINE MISSION
Enter 9442662 as a password.
GEAR GAUNTLET MISSION
Enter 154684 as a password.
GNOMOTRON MISSION
Enter 456878 as a password.
PANIC ROOM MISSION
Enter 76635766 as a password.
PITFALL MISSION
Enter 05120926 as a password.
PSI POOL MISSION
Enter 565485 as a password.
STOP LIGHTS MISSION
Enter 945678 as a password.
TIP THE BUDDHA MISSION
Enter 428584 as a password.

ACTION REPLAY CODES

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code first for these codes to work.

STAR WARS: BATTLEFRONT(M)

XC93-GPY3-9J8EX
NDPD-HF72-77D73
FCYB-JBXN-76K73
YYJN-HVY6-YC85J
2MMV-KONR-YGBHK
J47V-MC8Z-85N78
KP7E-YRKZ-440F5
R3CN-GAF2-AQPTT
ZZ68-XDAV-00RA9
INFINITE HEALTH
CH21-VYZM-8H4UH
JX45-XUHJ-324R9
INFINITE AMMO
RUZ5-20NU-421QV
7HMW-1J4D-CJU7B

COLIN MCRAE RALLY 2005 (M)

GR7Z-JBUM-3PT86
B7DP-TDUD-M53GP
ALL CARS OPEN
A7U3-34RW-4ATPK
WCHA-D7N1-U1WU4
ALL TRACKS OPEN
G1CG-ZVRD-FG378
N910-U2GF-M97TG
ALL MOVIES OPEN
82VT-D297-ZY9UF
X217-30X0-8WCEC

DISGAEA

No more fumbling about with menus.Brilliant.

TURN TIPS
If you are trying to level all of your characters mainly by using team attacks, etc., move all your characters into position for a team attack. As long as none of them besides the initial attacker have not performed any actions, after the team attack you can move them back to their original locations and move them again. Repeat this as desired. This also works if your characters are just out of a healers range; you can move them, heal them, then move them back into battle. Stick to this technique rigidly and most of the game's hardest boss and regular battles will be a breeze.

"BECAUSE THERE IS NO 'I' IN TEAM YOU MUST WORK TOGETHER IN ORDER TO SURVIVE"

RESIDENT EVIL OUTBREAK

Finish the game and – via our exhaustive Objectives lists – earn yourself 100% in the process. Come on, let's 'ave it!

OBJECTIVES

BUILD BARRICADE OUT OF BARRELS.
At the very beginning of the scenario, move the barrels to the left of the bar's front door across to block it.

USE THE STAFF ROOM KEY.
The key's on the bar, used to escape the first room.

USE THE KEY WITH BLUE TAG.
The key is under the newspaper on the coffee table.

SOLVE PAINTING PUZZLE.
Find an Alcohol Bottle in the liquor room (there's one sitting on top of a barrel), and return to the owner's room on the second floor. Using it under the painting opens the desk drawer.

UNLOCK CABINET.
Only Alyssa can open this locked cabinet, located in the Drawing Room, second floor. Use the S-pick.

MOVE CARGO WITH THE FORKLIFT.
Solve the forklift puzzle. Use the key on the forklift and pick up the cargo. See 3.

DESTROY LIQUOR ROOM SHUTTER.
Alternative to using the fork lift key on the forklift, you must go up the nearby steps and smash down the shutter using shoulder barges etc. This takes a while, but can be done from either side (ie after climbing the ladder).

DESTROY WIRE FENCE BY THE ROOFTOP.
Shoulder barge the loose section of fencing until it falls.

READ ALL GRAFFITI USING THE LIGHTER.
There are five pieces of graffiti to find. Use the lighter near each one to see them.
a) Liquor Room: behind the ladder of the shelf, near the barrel.
b) Rooftop: near the Storage Room door, and the boxes.
c) 3F to Rooftop Stairway: the left-hand wall of the stairs.
d) Liquor Room: on the same wall as the blue herb, in the corner.
e) Top floor of other apartment: the side of the elevator.

BUILD PATROL CAR BARRICADE.
Push the car up to block the zombies.

OPEN GASOLINE TANKER VALVE.
Just press the action button near the valve.

USE LIGHTER TO IGNITE GAS.
Stand somewhere safe and use the lighter from your inventory.

ACTIVATE DETONATOR.
After combining the two pieces, use the detonator near the dead cop.

DEFEAT ZOMBIES AND SURVIVE.
Finish the scenario by activating the detonator.

ESCAPE ZOMBIES AND SURVIVE.
After seeing the cutscene on the footbridge, run back across it to the cop who drove you here. Make sure all surviving characters are with you, and talk to him to escape.

COLLECT EVERY MAP.
The first map is in the bin, in the break room (second floor), the second map is on one of the patrol cars at the barricade.

DIE IN GAS TANKER EXPLOSION.
After lighting the petrol, don't jump into the canal, just stand there until the tanker blows up, killing you.

OBTAIN NEWSPAPER.
It's in the 2F Staff Room.

OBTAIN JACK'S MEMO.
In the desk drawer opened by the painting puzzle (along with a Shotgun).

OBTAIN STAFFER'S DIARY.
In the 2F Locker Room.

OBTAIN RACOON TODAY.
This file item is behind the cop in front of Apple Inn. Look for the glint.

HEAR SCREAM IN OWNER'S ROOM.
You will randomly hear this as soon as you enter the owner's room. If it doesn't happen, you'll need to restart.

SEE CROW FLY INTO DRAWING ROOM.
Get close to the window, one should smash through.

SEE BOTTLE BREAK IN WINE ROOM.
A random occurrence when you enter the room, you'll more likely hear the bottle falling than see it.

SEE BOTTLE BREAK IN LIQUOR ROOM.
Exactly the same as above.

HEAR SCREAM IN FRONT OF J'S BAR.
Run all the way down the street until you see the mannequin in the shop window. Again, there's a small chance of hearing the scream, if it doesn't happen, restart.

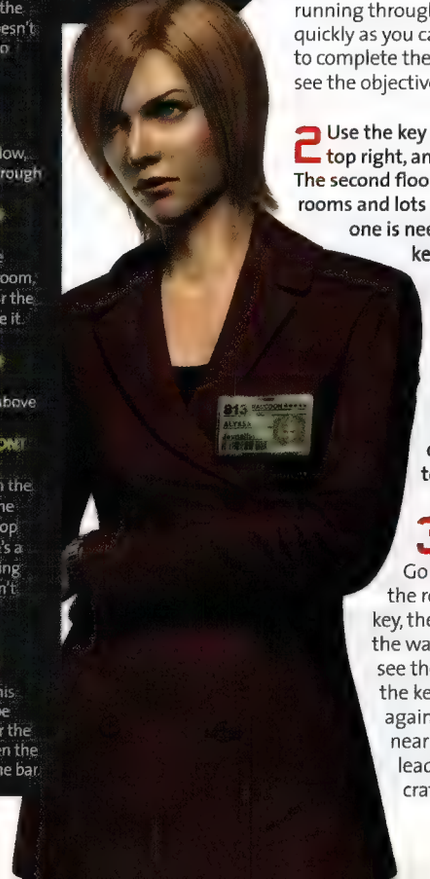
WATCH WILL BECOME A ZOMBIE.
Only Mark triggers this objective. You must be shouldering Bob near the Staff Room door when the zombies burst into the bar.

WATCH BOB GETS WORSE.
Mark and Bob must both be alive, and out of sight, when you block up the doorway (see 31).

WATCH BOB'S SUICIDE.
Mark must be alive, and you must bring Bob to the Rooftop.

WATCH BOB BECOMES A ZOMBIE.
Mark must be alive, and you must bring Bob to the rooftop in Very Hard mode.

WATCH BLOCK STAFF DOOR.
The nail gun is on the desk across from the coffee table. Make sure the ammo is full (20) and use it on the planks leaning against the wall just down the corridor.



OUTBREAK

Suggested character: Kevin has the fastest run speed, so can tear through the level quickly. An important factor, since the zombies just keep coming.

1 As soon as the introductory cutscene ends, you'll find yourself in J's bar, unless you're playing as Yoko, who starts in the women's bathroom. Time is immediately of the essence, as zombies will break down the front door within minutes. Run around behind the bar, and pick up the staff room key on the right side. There are lots of other items scattered around (and two optional rooms), and all the way through the game you'll try to compromise between loitering and filling your inventory with useful items or running through to the next area as quickly as you can. These will tell how to complete the scenario. To get 100% see the objectives on the right.

2 Use the key on the room at the top right, and run up the stairs. The second floor has several optional rooms and lots more items, but only one is needed to progress – the key with a blue tag. It's sitting on the coffee table in the corner of the staff room, near the water cooler, underneath a copy of Raccoon Today. Use it on the locked door and run upstairs to the liquor room.

3 Immediately on your right is a door. Go through it and search the room for the forklift key, then leave and run all the way around until you see the forklift itself. Use the key on it, then hit q again to pull the lever. Just near the forklift is a ladder leading to the top of the crates, so climb up and through the narrow gap. Around the corner is the storage room key, which is optional but good for ammo and healing items. Open the door onto the rooftop, and run around until you see a wire fence. One of the sections is weak, so attack it (usually with shoulder barge) until it collapses. After a short cutscene, hop up and run along until you reach a gap. Let your friends go first, then try to time your jump so you make it across. If you slip, you'll dangle. In this case, hammer the action button or call for help and they'll haul you up.

4 By the way, don't worry about the time ticking down, it's a generous limit. Through the next door is a lift, so call it and enter. Run out and take a left, then go through the door. Run down the steps towards the policeman to trigger another cutscene. Now you have to help form a barricade out of the patrol cars, so run down and push the car up until you can't push it any further. The cop will take care of nearby zombies with his shotgun. Now jump onto the bonnet, go across the other side and push the car on the left up to form a second barricade. A cutscene will indicate success, then it's time to help another cop break through a door. There are quite a few items in this area, depending on your difficulty setting.

5 All you need to do here is keep the zombies off his back while he blasts at the door by whatever means necessary. When he breaks through, there's another cutscene as he gets munched by the walking dead. When you get control, loot his body for a lighter (unless you picked one up already), and run right

towards the tanker, weaving through the zombies. Turn the valve to spill petrol over the street, then stand in a dry area, call your friends over, and use the lighter. Boom! After the impressive cutscene, jump down into the canal using the action button, and hop up into the opening. Another explosive cutscene and you're in a tunnel.

6 Running towards the camera is a dead end with a blue and red herb, running away from it gets you to a room with some items and eventually a ladder. Head up it for another safe, undead-free area. Talking to the cop at the end triggers the next cutscene – escape! Or... not. There are heaps of items in the area, and the back of the truck. Once you're all stocked up and you've allocated the goodies appropriately, move past the truck's right side and up the stairs. Your trip over the footbridge is interrupted by yet another cutscene, and then it's crunch time. You have to move fast, running up the left side of the street to pick up the detonator main unit, then across to the right to find the detonator handle. Combine the two, then head right into the middle, where the dead cop lies, and use the detonator to end the scenario.

TOP TIP!

Each character has at least one alternate costume, which you can earn piece by piece by checking specific rooms with that character, on certain difficulty settings. There are also scenario-specific items to find!

BELOW FREEZING POINT

Suggested character: We strongly recommend playing as Yoko on this level. She works here, so her fingerprints are already registered in the database, meaning you can skip a section of puzzle. She also gets a free map of the area. There is also a lab technician who will give her a free Magnum if you talk to him. If you don't play as Yoko, you will encounter her in zombie form. It's in a tight space where there's usually one zombie anyway, and can be a headache.

OBJECTIVES

UNLOCK LOCKER WITH LOCKPICK.
Only Alyssa can fulfil this objective (using an S-pick on the right-hand locker in the Break Room).

THAW FROZEN WRENCH.
Dip it into the sink full of hot water.

USE WRENCH TO OPEN PANEL.
If the panel opens and there's no valve handle, you've got the wrong panel.

USE VALVE HANDLE TO OPEN DOOR.
This opens the way to the seventh level, from the sixth, down a ladder.

WATCH USE V-JOLT IN B7F.
Necessary to progress (If playing with Yoko, Jim, Alyssa or Mark).

WATCH USE V-JOLT IN B6F.
Necessary to progress (if playing with Kevin, George, David or Cindy).

WATCH MONICA RUNS OFF.
Another cutscene you can't avoid.

WATCH GIANT MOTH ATTACKS.
The giant moth is near the central shaft on the fifth floor. If you play as Yoko, don't use the Blowtorch yet. You need to register your fingerprints in the Computer Room then reach the B4F Main Shaft within two minutes, and ahead of your AI buddies.

WATCH COMPUTER ROOM DESERTION.
Again, the giant moth must be alive. It's the same deal as above, except this time you need to wait in the computer room while one of your mates gets to the Main Shaft within two minutes. This can be tricky, since you have to rely on the shaky AI.

UNLOCK COMPUTER ROOM WITH CARDKEY.
One of the two optional ways of getting into the Computer Room.

UNLOCK SHUTTER WITH CARDKEY.
One of the two optional ways of getting through the shutter on the fourth floor.

WATCH "USED BLOWTORCH".
Melt the frozen guy off the controls.

USE KEY TO ACTIVATE TURN TABLE.
The controls are towards the back there.

WATCH MISSED TURNTABLE.
Wait in any area other than the turntable room while the three minutes tick away. However, you must also get decapitated by a Hunter, so let one chop your head off...

WATCH TURNTABLE GOES UP.
Simply wait until the three minutes are up.

MOVE LOCOMOTIVE.
Use the train to ram the boss, as we described.

WATCH DEFEATED MUTANT G.
Kill the boss.

RECEIVE ITEM FROM RESEARCHER 1
Give the slumped scientist in BF7 duct a first aid spray, in return for a shotgun.

RECEIVE FROM STAFFER 2.
Yoko, and only Yoko, can get a Magnum from the slumped figure outside the computer room.

OBTAIN MAP.
Yoko doesn't need it, but for everyone else it's either in the B7F laboratory or B6F security room.

OBTAIN TOP-SECRET MEMO.
In the B4F culture room.

OBTAIN RESEARCHER'S WILL.
In the B4F low temperature laboratory.

OBTAIN STAFF MEMO.
In the B5F emergency passage.

OBTAIN INTEROFFICE MEMO.
In the B7F laboratory.

OBTAIN LABORATORY MEMO.
Also in the B7F laboratory.

OBTAIN MONTHLY PASSCODES.
In the B5F area C passage.

OBTAIN CUSTODIAN'S DIARY.
In the B4F east area passageway.

1 This is where it gets interesting. After a short enemy-free section you'll climb some stairs and hop through a duct. Depending on the character you chose, you will end up in one of four areas, across two floors. This isn't as complicated as you might think, since you still have to complete the same puzzles, just in a slightly different order. Kevin and Cindy appear at B6F south passage. David and George at the B6F east passage. Alyssa and Jim at the B7F south passage and Mark and Yoko at the B7F east passage.

2 Levels 6 and 7 of this underground facility have one puzzle sequence each, easily solved if you go to the right rooms in the right order. On level 7, you have to destroy the mutated plant which blocks the ladder up to level 6. To do this, you need to combine two chemicals together. Here's how it fits together.
STEP 1) Read the interoffice memo in the central security room which tells you a computer code.
STEP 2) Use the code on the computer in the chemical storage room.
STEP 3) Pick up the VP-017, one half of the chemical cocktail, from the shelf that opens up.
STEP 4) Go across the other side of the map, and into chemical disposal the same little room as that zombie. And get the UMB No 3.
STEP 5) Combine the two chemicals to get V-JOLT, which sounds more like an energy drink.
STEP 6) Just next door in the duct is a huge plant. Use the V-JOLT on it to clear the ladder. NOTE: If playing as Kevin, George, David or Cindy, use the V-JOLT on the plant on the other floor.

3 The goal on level six is to raise another ladder using a valve handle. Again it's a specific sequence. Again, we're going to assume that if it gives, you're going to pick it up.
STEP 1) Pick up the frozen wrench in the dead end of the south passage.
STEP 2) Go through the security room and into the break room. There's a sink full of hot water.
STEP 3) Use the frozen wrench by the sink to melt the ice and make it functional.
STEP 4) Return to the security room and use the wrench on the right-hand wall panel, revealing the valve handle.
STEP 5) Pick up the valve handle and use it on the central door to open up access to level 7. If you haven't done the V-JOLT puzzle down there, you'll need to follow the instructions above before progressing. Otherwise don't worry.
STEP 6) Use the valve handle on the ladder in the duct room to allow access to level 5.

4 Level 5 is a pretty small area and there's only one goal. Get your fingerprint registered in the computer room so you can pass a security door later on. Remember, Yoko already works here, so if you're playing as her you do NOT need to register your fingerprint. However, there's also some handgun ammo in there you might want to get. The computer room is locked, and there are two ways of gaining entry. Firstly, you can pick up a memo near the first vent on level 5, which tells you some codes to use in the security room on level 6. One of the two codes opens the door. Secondly you can carry on upstairs into level 4 and find the cardkey. It's up to you.

5 Once you've finished with Level 5, it's time for the final level. Things get a lot more dangerous up here, and there's even a boss, so stay sharp. Follow the path into the central shaft, then down the bottom right corridor. Take a right at the fork into the culture room where you'll find several items, but more crucially the blowtorch. Run into the other room on this side of the map and use the blowtorch on the frozen controls, melting some of the ice on this level. Unfortunately it also drawn out a new kind of enemy – Hunters. They are faster and more powerful than zombies, but can still be avoided if you are careful. Time to head for the final destination.

6 Taking the last exit out of the central shaft brings you to the turntable room. Beware of zombies and Hunters, and run around the left side of the locomotive. Pick up the turntable key and use it on the controls, starting up a timer (the cardkey is also here if you still need it). Now you need to kill three minutes without all the monsters killing you, so run around behind the train and hop up onto that little ledge, where you will be safe. When the time expires, you get a boss battle with the G-Mutant.

TOP TIP!

If you've accidentally run into a zombie and it's got you in a ghoulish embrace, you can either mash the buttons to throw it off, or – if you're equipped with a sidearm – you can deliver a rather brutal defensive headshot.

Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

OBJECTIVES

USE BLOOD PACK.
Use any of the six blood packs found during the game. You have to use at least one if you want to kill the Leech Man.

USE NURSE CALL BUTTON.
These are found in Rooms 301, 302 and 202.

TURN ON POWER TO SHUTTER.
The switch is on the first floor, in the Night Reception.

OPEN 1F SHUTTER.
This shutter is right next to the door to Night Reception.

OPEN WAITING ROOM SHUTTER.
You open this from the first floor Hall.

HAVE THE ELEVATOR GET TO B2F.
Enter the code (either 3555, 5315 or 8211) in the Elevator Control Room, B1F.

HAVE THE ELEVATOR REACH THE ROOF.
Enter 0930 in the B1F Elevator Control Room.

BLEED AT THE NURSE STATION.
Check the glass cabinet to have leeches leap at you and attack. There's a file in there too.

UNLOCK DOOR WITH B1F CARD KEY.
Use the level 1 card key on the panel to the side of the door.

UNLOCK DOOR WITH B2F CARD KEY.
Use the level 2card key on the panel to the side of the door.

DEFEAT LEECH MAN.
Follow the instructions in the walkthrough to get rid of the pesky fellow.

GET ITEM FROM POLICEMAN ON ROOF.
Only Kevin or Cindy can get the Sub Machinegun.

USE CHAIN KEY.
This is the Padlock Key in B1F Waste Liquid Disposal Room (you need the Key Card 1 to get in). Use it on the boat in B2F Underpass Entrance.

OBTAIN MAP.
3F Nurse's Center, or 1F Passage.

OBTAIN MALE NURSE'S DIARY.
In 3F Room 302.

OBTAIN REPAIR WORK MEMO.
In B1F Elevator Control Room.

OBTAIN SETTING MANUAL.
In 3F Nurse's Center.

OBTAIN PIECE OF MEMO.
In 1F Office.

GET CHEMICAL CODE MESSAGE.
In 2F Nurse Station.

OBTAIN RESEARCHER'S DIARY.
In B2F Laboratory.

GET INVESTIGATION REQUEST.
In B2F Laboratory.

OBTAIN CARD MEMO.
In B2F Passage Elevator.

OBTAIN SECURITY GUARD GUIDE.
In 1F Night Reception – but only Mark can find it.

THE HIVE

Suggested characters: Kevin or Cindy, for the sub machinegun, George for the four Recovery Medicine Bases

TOP TIP!
Hunters can break equipped Handguns and Shotguns with their slashing attacks, rendering them useless. David can fix them with his Junk Parts, however.

1 As soon as you move towards the door to the first room, a short cutscene kicks in with a doctor. When it's over, follow him out and head up to Room 302. Pick up the stuff in here, but be warned, getting the handgun in the locker triggers the Leech Man. This guy will be a thorn in your side for most of the level, unfortunately. Don't waste any ammo on him, either shoulder barge him or use a melee weapon to get him out of the way, and run out. Run all the way down and enter the nurse's center, opposite the lift. Make sure you memorise the map and pick up the repair work memo, then approach the barricade. Another cutscene with that hapless doctor plays out, then hop over the wall and get at least one, preferably two blood packs before leaving the room. Placing a blood pack on the floor will distract the Leech Man, and the little leeches for that matter, while they suck up the claret, giving you time to pick up items or escape. Use them wisely, there are only six. Now that the lift works, head down to 1F.

2 Move through the doctor's station and into the office. Get the piece of the memo, and run all the way back to the lift. You can come back for the rest of the items on this floor later. For now, take the lift to BF1. Enter the door halfway down the corridor, and knock the leeches off the control panel with a crutch or similar weapon. You can shoot them, but it's a bit of a waste. Check your the piece of the memo and add the modifier it describes (either +2345, +4105, or 7001) to the base number, which is 1210. Technically, you shouldn't know the base number, but we're telling you, because we're nice. Enter the final number (3555, 5315, or 8211 if you're too lazy to work it out) on the control panel, and also enter 0930 to enable roof access. Only Kevin or Cindy have to go up there, though.

3 Take the lift down to B2F and enter the door opposite you. There are two file items in here which also take up inventory space. However, just picking it up is enough to learn them, so swap them out at the first opportunity. If you don't have a blood pack on you, pick one up from the drawer then enter the fixed temperature laboratory. Stand near the door to the test room and wait for Leech Man. When he drops in, run into the room and drop a blood pack. He will follow and start drinking. Go back to the controls and set them to high to kill him. Set them back to low, go back in and get the level 2 card key.

4 If you're playing as Kevin or Cindy, go to the rooftop to get the sub machinegun from a dying man. You've got a boss soon, so ransack the first and second floors for items you may have missed. 1F has a powerful burst handgun in the night reception, near the fire. Also in this room is the panel that unlocks two shutters, allowing free access around the floor. Most importantly, however, is the level 1 card key in the examination room.

5 Use the level 1 card key on the door at the end of the corridor in BF1, run through the next section, jump in the water, walk around and get the padlock key (take care of the zombie). Down to BF2, again unlock the door with the card, and through to find a speedboat. Using the padlock key unlocks it, clicking on it again gives you the option of heading off into the boss battle, another variation on the leech theme.

HELLFIRE

Suggested characters: David, for his ability to make things. Yoko helps carry all those spare items, like the ID tags. Alyssa can pick the gold and silver doors.

1 Immediately pick up the map, then go through the only available door. You'll be in the boiler room and you need to make sure you hit the action button near the dead firefighter to listen to his radio. After that cutscene ends, pick up his ID tag, then climb the ladder and get the second ID Tag too. Check the objective list for the reason why these items are important.

2 You have a choice. You can complete the level in two mutually exclusive ways, involving different routes and puzzles, but you'll have to do both anyway in order to get 100%. Route A is through the door just next to the second dead fireman. Route B is back into the garden and through the door previously blocked by a dead body.

ROUTE A

3 As you complete this first section, only one of your AI friends comes with you. The other one takes the other route. It is therefore imperative to get to the meeting point (usually the security office) as soon as possible because not only could they die, but more annoyingly they could pick up useful weapons and waste all the ammo. Upon entering the hallway, turn right and run to the end for a crucial handgun. Avoid the zombie and leave by the only other door. Head to the window at the end of the north west passage 3, raiding rooms as you go if necessary. Clamber through and kill that crow before inching around the ledge, or it could make you fall. Avoid the gouts of flame (this will become a theme), head down the ladder and through the next door.

4 Ignore the security center, you can't get in yet. Instead, raid the store room and room 201 for supplies. Follow the corridor all the way south through the boiler management office, and into the boiler room to get the security room card key. Go all the way back to the security office and swipe the card to gain entry. With any luck, your mate will be in here and will have the gold relief key. Get it off them, and raid this room for plenty of nice items. If they don't have it, read the Route B walkthrough for instructions how to get it yourself. Or restart, and cross your fingers. Leave here the way you came in, and seek out the owner's room. Push the crate through the burning hole in the ground, but make sure you find the guest list copy before you jump down after it. There's a concrete piece down here which can be thrown, or used by David to make a new weapon.

5 As you enter northwest passage 1, you'll encounter your first Licker. If it's on the walls or ceiling, you can run past. If it's on the floor, you may have to deal with it. When you can't get any further because of the flames, open the nearby door with the gold relief key, and into the power supply room. More juicy items in here, and your first proper puzzle. These are the two possible patterns on Normal difficulty.

PUZZLE A START POSITION
PRESS THE SECOND BUTTON IN THE SECOND
PRESS THE THIRD BUTTON IN THE THIRD ROW
PRESS THE SECOND BUTTON IN THE THIRD ROW
PRESS THE THIRD BUTTON IN THE SECOND ROW: PUZZLE COMPLETE

PUZZLE B START POSITION
PRESS THE FIRST BUTTON IN THE FIRSTROW
PRESS THE FOURTH BUTTON IN THE FIRST ROW
PRESS THE FIRST BUTTON IN THE FOURTH ROW
PRESS THE FOURTH BUTTON IN THE FOURTH ROW

6 You've got a limited amount of time, so try to light it all up as quick as you can. (See the Power Puzzle boxout). Solving this puzzle powers up the emergency escape ladder in the Apple Inn front lobby, which leads to the boss. Next up, you need to find the silver relief key. Run back into the corridor and into room 101. Check around for the hotel charge breakdown and you'll find out who was checked in here. Cross-reference their name with your guest list copy, find out their three-letter code, and enter it into the safe. It will be either JIA (for Andrew Evans), BAE (for Anna Lowell), DCH (for Joseph Wilson), or GGF (for Toby Whitman).

7 Back to northwest passage 1, and use the silver relief key to unlock the south door on the corner. Head

through the glazing section (watch out for the zombies, they can be right buggers in tight spaces) then raid rooms 102-104 if you need items. Run for the stairs, then all the way up to the third floor. The silver relief key opens up room 306, and the red jewel is sitting pretty on the decorative tree thing within. This key item opens up a secret door in the security office, but before you go back you might want to wander around and stock up on ammo and healing items. Once prepared, go back to the security office and use the red jewel on the bust. Push the nearby bookcase up to reveal a new door, and move through to the balcony. More items are scattered around, so clean up then lower the ladder and descend. Take a look at the front desk. There's a bell you can ring – remember exactly where it is, it's useful in a moment. Check around for yet more items, then when you feel that you're ready for a fight, run north towards the exit.

ROUTE B

8 Climb back down the ladder after getting the second ID tag and move back into the central square. Use the northwest door into the corridor, and head south to find a handgun. The first door you see needs the silver relief key, the next can be battered down, but you want to head right upstairs to the second floor. Room 204 is the first really important location, since it holds the map of Europe. Some squares of it will be lit, some not. Pay close attention to which are which and the numbers on the unlit squares. For example:

No. 1 Finland
No. 2 Germany
No. 3 United Kingdom

9 Now to return to the first floor to start lighting up the missing countries. Several rooms have paintings of various European nations, with switches underneath. Flick the switches if the appropriate square on the map upstairs wasn't lit. Room 102 has a painting of Finland, and the guest memo 1. Room 103 has a painting of Germany, and room 104 has a painting of the United Kingdom (hurrah!). As per usual, they also have various items you should plunder as necessary. If required, there's a map of Spain on the second floor, room 202. Once you've flicked all the necessary switches, get the gold relief key from the statue and use the lounge stairs to get to the first floor (if you want a shotgun). Crawl through the hole and the weapon is through the double doors. Otherwise, head upstairs to the third floor. The room right next to you is the linen room, and holds two files you should get – one of them contains a crucial code. Time to use it.

10 Go back down to the second floor and use your code (either 0721, 2287, 6354 or 5128) to enter the security office. Hopefully you should meet up with your missing AI friend, who will have the silver relief key. If not, check the map to see if they're dead, so you can pillage their corpse. Otherwise you'll have to find it yourself (check the Route A walkthrough). Seek out the owner's room. Push the crate through the burning hole in the ground and jump down after it. There might still be a concrete piece down here.

11 As you enter northwest passage 1 you'll encounter your first Licker. If it's on the walls or ceiling you can run past. If it's on the floor, you may have to deal with it. When you can't get any further because of the flames, open the nearby door with the gold relief key, and into the power supply room. There are more juicy items in here, and your first proper puzzle. These are the two possible patterns on Normal difficulty:

12 You've got a limited amount of time, so try to light it all up as quick as you can. Solving this puzzle powers up the emergency escape ladder in the Apple Inn front lobby, which leads to the boss. The last piece of the puzzle is the red jewel. Use the silver relief key to get into room 306, and nab it from the decorative tree. Easy as that. Return to the security office on the second floor and use the red jewel on the bust. Move the nearby bookcase up to reveal a new door, and move through to the balcony. More items are scattered around, so clean up then lower the ladder and descend. Take a look at the front desk. There's a bell you can ring – remember exactly where it is, it'll be useful in a moment. Check around for yet more items, then when you feel ready for a fight, run north towards the exit.

PRESS THE SECOND BUTTON IN THE SECOND ROW

PRESS THE THIRD BUTTON IN THE THIRD ROW

PRESS THE THIRD BUTTON IN THE SECOND ROW

PRESS THE SECOND BUTTON IN THE THIRD ROW: PUZZLE COMPLETE!

OBJECTIVES

UNLOCK SAFE IN ROOM 101.
The three-letter code to this safe depends on the occupant, as described in the walkthrough text.

PROVIDE EMERGENCY POWER.
Use the gold key to get into the power supply room, and solve the puzzle.

SOLVE EUROPE MAP PUZZLE.
A route B puzzle. The map is in room 204, the paintings in rooms 102, 103, 104 and 202.

DROP CRATE IN OWNER'S ROOM.
Push the crate into the floor below.

DESTROY 304/305 WALL.
Attack the wall with whatever you like until you can get through.

CLEAR WITH LEN'S TAG.
Finish the scenario holding the tag from the first dead firefighter. It has to be you, not one of your AI mates.

CLEAR WITH CHARLIE'S TAG.
Finish the scenario holding the tag from the second dead firefighter. It has to be you, not one of your AI mates.

CLEAR WITH LEN AND CHARLIE'S TAGS
Finish the scenario with both tags in your inventory.

OBTAIN APPLE INN MAP.
It's right under your nose when you start the scenario.

OBTAIN GUEST MEMO 1.
It's in room 102.

OBTAIN GUEST MEMO 2.
In room 104.

OBTAIN GUEST MEMO 3.
In Room 304.

GET JANITOR'S REPAIR MEMO.
Third floor, linen room.

GET JANITOR'S DAILY REPORT.
Second floor, storeroom.

OBTAIN GUARD'S NOTEBOOK.
Third floor, linen room.

OBTAIN "EMERGENCY MANUAL".
Second floor, security office.

OBTAIN "GUEST LIST COPY".
First floor, owner's room.

GET "HOTEL CHARGE BREAKDOWN".
Room 101.

DEFEAT REGIS LICKER.
Kill the boss.

OPEN SECRET SECURITY RM. DOOR.
Push the bookcase up, in the second floor security office, revealing the door.

USE MOTORIZED LADDER.
After solving the power supply room puzzle, stand near the ladder on the balcony of the lobby and press the action button.

USE CARD KEY TO UNLOCK DOOR.
The key card is in the third floor boiler room, and it unlocks the door to the second floor security office.

USE PASSCODE TO UNLOCK DOOR.
Instead of using the key card (above), use a code for the security office. 5128, 6254, 2287 or 0721.

USE GOLD RELIEF KEY.
Use it to get into the power supply Room, on the first floor.

USE SILVER RELIEF KEY.
Use the key on northwest passage 1, and/or Room 306.

RING FRONT LOBBY BELL.
The bell that makes the three normal Lickers retreat, during the boss fight.

OPEN LOCKER WITH LOCKPICK.
Using Alyssa, whip out the S-Pick on the locker in the second floor Storeroom.

WATCH CALL OVER RADIO.
Examine the first dead fireman in the boiler room, right at the start.

WATCH REGIS LICKER APPEARS.
Your introduction to the queen of all Lickers.

TOP TIP!
Once you've killed the Leech Man, don't relax too much. If one of your friends dies at any point during this level, they will turn into another Leech Man!

DECISIONS, DECISIONS

Suggested characters: Kevin's fast movement will help a lot when running away from Thanatos, but George's ability to create anti-virus pills is also handy in this long scenario. Although ultimately you'll want to use all the characters to see the various endings!

1 Raid the upper levels of the entrance hall for items, then go back downstairs and through the door on the west wall for more goodies, and a map. Now run back across and enter the student affairs office. Dodge the zombie and get the handgun in a drawer at the other end of the room. The other important item here is an anti-virus pill. Decisions, Decisions is such a long scenario that your rising virus percentage is your greatest enemy, and halting it whenever you can is absolutely imperative. Scour the desks and walls for files, then head onward to the general manager's room. Find the painting, click on it, then flick the switch. This turns on the power to the cuckoo clock in the same room. Set the clock hands to 10:05 and get the red jewel.

2 Now for the blue jewel. Move around to the waiting room and take care of the zombie. Look for a bust and examine it for brass glasses. Move around the U-shaped corridor, putting a shoulder to those blocks as you go for the items they hide. As you enter 1F passage B, check the box by the door for the 'part of torn memo'. Ignore the switch around the corner (trust us), pick up some herbs and exit through a one-way door back to the entrance hall.

3 Time to head upstairs and into the 2F passage. Deal with the zombies and scavenge for items. If you're playing as Cindy, you'll want the art gallery, where you'll play the piano to reveal the blue jewel in the lowered arm of a statue. If you're playing as anyone else, go into the drawing room for some useful items, then the president room. Pull either rope in the fireplace to lower the statue's arm, but there's a 50/50 chance you'll spawn a zombie. The good news is that his arrival gets you extra completion points. Fetch the blue jewel, then go to the north end of the 2F passage and put the brass spectacles on the bust there, opening a secret door. Run through this hidden passage, doing your best not to electrocute your mate on the way, until you emerge in 1F passage B.

4 Seek out the deer head in the entrance hall and give him his jewelled eyes back, which opens the way into the study. Head inside and get the three memos on the desk with the dead scientist. There are also some valuable medicines in here, including two large anti-Viruses. Return to the elevator area, and use the code in the two torn memos to activate it (it will be either 4032, 4161, 4927 or 4284). Head down to 3F and raid it for supplies. Then, you have a decision to make. The water purifying tower awaits on B2F, and is best for beginners,

Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

OBJECTIVES

USE RED JEWEL ON MOOSE HEAD.
As per the walkthrough instructions, the Red Jewel is held by the cuckoo clock.

USE BLUE JEWEL ON MOOSE HEAD.
The statue in 2F art gallery holds the blue jewel – see the walkthrough text.

SOLVE CUCKOO CLOCK PUZZLE.
In normal mode, the clock must be set to 10:05.

PLAY PIANO ON 2F.
Only Cindy can fulfil this objective, in the art gallery.

PULL STRING, MOVED STATUE ARM.
The strings in question are the cords in the fireplace of the president's room.

PULL STRING, ZOMBIE APPEARED.
When pulling said string, there's a 50/50 chance of a zombie popping up.

USE V-POISON IN INCUBATOR.
You'll get the poison if you take the Air Exhaust route, otherwise your mate should have it when you meet them in the subway area. Use it on the reagent machine in 3F laboratory.

USE P-BASE IN INCUBATOR.
This is what you get when you use the Sealed Reagent Case on the machine in the water works management office.

USE T-BLOOD IN INCUBATOR.
When Thanatos chases you, shock him with the dangling cables and pick up the blood sample he drops.

USE DAYLIGHT ON YOURSELF.
Right towards the end of the game, use one of the Daylight samples on yourself to remove the virus counter.

KILL THANATOS-R WITH DAYLIGHT.
Load it into the Ampoule Shooter and hit him, as per the boss battle instructions.

DEFEAT THANATOS-R.
You get this when you defeat Thanatos using conventional means (like big guns).

ROUTE POWER TO EMISSARY TOWER.
Solve the pattern puzzle in the spare power supply room (air exhaust route).

UNLOCK DOOR WITH RED TAG KEY.
Water purifying route, the key is next to the broken Hunter canisters.

UNLOCK WATER TANK AREA DOOR.
Use the console in water tank.

ELECTROCUTE THANATOS.
You get a couple of chances to do this, when he chases you through the secret passageways of the university.

THANATOS CAME THROUGH WINDOW.
This cutscene triggers automatically when you enter the entrance hall at a predetermined point.

COLLECT EVERY MAP.
Found in passage elevator 1F, B4F passage elevator, underground management room, B3F Shed, and Back Square (both routes).

USE GLASSES ON BUST.
The spectacles, on the statue at the end of 2F Corridor.

USE CARD KEY.
The one by the dead soldier, used on the back door of the university in back square.

INPUT ELEVATOR CODE.
Figure out the code from the two torn memos.

UNLOCK UNIVERSITY DOORS.
Achieved by examining one of the computers behind Greg, the mad scientist.

RESTARTED INCUBATOR.
Again, achieved by examining one of the computers behind Greg, the mad scientist.

OBTAIN GENEOLOGY FACTS.
Student affairs office.

OBTAIN BLOOD-STAINED MEMO.
Study room.

OBTAIN REAGENT GENERATION MEMO.
Study room.

OBTAIN SECTION OF A DIARY.
Study room.

OBTAIN CABLE REPAIR REQUEST.
Water tank.

OBTAIN TORN MEMO.
Study room.

OBTAIN PART OF TORN MEMO.
Passage B 1F.

OBTAIN ORDERS.
Back square.

OBTAIN PETER'S DIARY.
Student affairs office.

OBTAIN NUMBER MEMO.
General manager room.

WATCH PETER DISCOVERED.
Second hall.

WATCH UBCS VS THANATOS.
Back square.

WATCH HUNTER GAMMA APPEARS.
These are the frog-like Hunters in the water purifying facility.

WATCH GREG AND YOKO.
Yoko must be alive when you enter the second hall.

WATCH CHOPPER ZOMBIE.
Don't use any Daylight.
Don't have any on you when you end the game. Only Cindy, David, Kevin and Yoko get this ending.

WATCH GEORGE AND CINDY.
Don't use any Daylight.
Don't have any on you when you end the game. Only George gets this ending, and only if Cindy survives.

WATCH MARK AND DAVID.
Don't use any Daylight.
Don't have any on you when you end the game. Only Mark gets this ending, and only if David survives.

WATCH KEVIN AND JIM.
Don't use any Daylight.
Don't have any on you when you end the game. Only Jim gets this ending, and only if Kevin survives.

WATCH "ALYSSA AND YOKO".
Don't use any Daylight.
Don't have any on you when you end the game. Only Alyssa gets this ending, and only if Yoko survives.

WATCH "REGRETFUL ENDING".
Use Daylight on yourself, but don't finish the game with any in your inventory.

WATCH "REMAIN HOPEFUL".
Use Daylight on yourself, and finish the game with at least one in your inventory.

while the air exhaust tower lurks down on B4F, and is harder. As in Hellfire, you'll only get one AI friend with you in each route, while the other explores alone.

WATER PURIFYING TOWER

5 After reaching B2F, there's a small area to plunder, and the chance of meeting George (unless you're playing as him). He will give you some very handy medication, after which you should slip down the manhole.

6 There are a couple of melee weapons in the first section of sewer if you need them. Go through the gate, then up the ladder and into passage A. Turn left at the T-junction, through the door, and enter the first door on the left. In here you'll find a first aid spray and the map for this place. There's also a grenade launcher, excitingly. Continue around into the water works management office. There's some good pickings in here, but we'll be back, so don't feel you need to get it all. You can ignore the reagent case for now, too. Run all the way back, into the underground tunnel and then through to the facility itself. Head straight into the nearby restroom for another grenade launcher and some healing items. Equip the pair of you with launchers, you'll need them in a second.

7 Go across the narrow bridge to the north for an unsettling cutscene, and as soon as it ends, get the key with the red tag from the ground. As you backtrack over the bridge, nail the frog-like Hunter with some launcher rounds (only if he blocks your route), and run back to the management office, watching out for new enemies along the way. Use the key to unlock the door in the corner and watch out for two Hunters in the next room. After killing them, cross over and use the control panel to open the water tank door. Guess what? You've got to run ALL the way back around to the main facility.

8 Kill all the Hunters in the area, then move to the gap in the railings and press the action button to jump up to the pipe. Shimmy across, pick up the burst rounds, make sure the coast is clear and shimmy north along a second pipe. Head left and into the fenced-off area, then into the quality assurance testing room. Swipe the anti-virus (about time!), then into the water tank. Pop around the corner into the little room, and get the crucial sealed reagent case. Exit, then move left, drop off the ledge, and swim to the platform, being wary of Hunters. Back to the management office once again, but now you can use the sealed reagent case on that machine to get the P-base (Sealed). You're on your way to an antidote! Remember those two pipes you shimmied across? Do that again, but at the end climb the ladder on the right to exit the area.

CONVERGING PATH

9 After the cutscene, you'll be back on the university campus. Roam around for plenty of items and a map. Get the card key by the dead soldier and swipe it on the reader by the door, but don't go through – your next destination is the Pier. There are items to collect along the main pier, but deadly Neptune sharks will leap at you. They can kill you instantly, so it's very risky. You'll eventually end up where you met George – seems so long ago now, doesn't it?

10 If you went via the subway and air exhaust tower, your missing partner should be here in the B2F passage elevator. If you went via the water purifying facility, they will be in the old subway rail sliding area of B4F. They will have the missing half of the reagent, so get it off them and head to 3F. Insert the P-base and V-poison. All you need now is some of Thanatos' blood. Return to the entrance hall, and the man himself will smash through a window. Don't open fire, he's invincable – for now. Instead run into the waiting room, then through 1F passage A and finally 1F passage B, just as you did earlier. Wait by the switch on the wall near the dangling electrical cables, and when he charges at you, flick it to stun him. Pick up the sample of blood he drops, then return to the experiment room on the third floor to complete the reagent. The door to the machine storage room is finally open, so move in and gather resources before entering the next area.

11 After the cutscene (there'll be an extra one if Yoko is present), you have a seven minute timer to get out of the building. However, you still need to get hold of some Daylight – the cure to T-Virus. Search behind the desk in the second hall to reactivate the reagent generator (left-hand computer), then wait beside it. Every 30 seconds the machine produces one sample of Daylight. Using one immediately removes your virus counter, but you should have at least two on you when you get to the end of the game, because they affect the ending you get. Once you're sorted, go back behind the desk and check the right-hand computer to open a secret door in the north wall.

12 Head through, down the ladder, and through the door on the left – voila. The president's room. Leave immediately, peg it through the drawing room and turn left, aiming for the secret door you opened up earlier with the glasses puzzle. There's another chance to electrocute Thanatos in here, if he's hot on your tail. Once in 1F passage B, head for those double doors. They are finally open, and let you out into the back square. Phew! When time expires, there'll be a cutscene. Don't relax, as giant wasps invade the square, and you have to run to the southeast exit. Here, there's a veritable Aladdin's Cave of treasures, so make sure you pick up whatever you need. Be warned – if you, or either of your mates, gets too close to the unloading passage's north section, it will trigger Thanatos, bigger and badder than ever.

TOP TIP!

You won't be hurt by the burning areas if you try to walk into them, but there are patches which produce regular bursts of flame that deal damage, so be careful where you run.

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Grand Theft Auto: Vice City
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LMA Manager 2004
Manhunt
Max Payne
Need for Speed Undergr'nd
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Pitfall: The Lost Expedition
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Rainbow Six 3
Rainbow Six 3 - Black Arrow
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Shellshock Nam '67
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A = 0 1

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Army Men: Sarge's War
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Auto Modellista

B = 0 2

Buckyard Wrestling
Bad Boys 2
Baldurs Gate: D. Alliance 2
Baldurs Gate: Dark Alliance
Batman Vengeance
Batman: Rise of Sin Tzu
Battle Engine Aquila
Battlestar Galactica
Beyond Good and Evil
Bionicle
BMX XXX
Bounty Hunter, Star Wars
Broken Sword 3: S. Dragon
Buffy 2: Chaos Bleeds
Burnout
Burnout 3: Takedown
Bustin' Out, The Sims

C = 0 3

Castlevania: L.of Innocence
Cat in the Hat
Catwoman
Champions of Norrath
Chaos Legion
Clock Tower 3
Club Football
Colin McRae Rally 3
Colin McRae Rally 4
Conflict Zone
Conflict: Desert Storm
Conflict: Desert Storm 2
Conflict: Vietnam
Contra: Shattered Soldier
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Cricket 2002
Crimson Tears
Crush Hour, WWE

D = 0 4

Dark Angel, J. Cameron's
Dark Cloud 2
Dave Mirra Freestyle BMX 2
Dead or Alive 2
Dead to Rights
Deadly Skies 3
Def Jam Vendetta
Def Jam: Fight for N. York*
Desert Storm
Desert Storm 2
Destruction Derby Arenas
Deus-Ex
Devil May Cry
Devil May Cry 2
Die Hard: Vendetta
Dr. Muto
Dragon Ball Z: Budokai
Dragon Ball Z: Budokai 2
Drakengard
DRIV3R
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3: Xtr.Leg.
Dynasty Warriors 4

E = 0 5

Ecco the Dolphin
England Int. Football
Enter the Matrix
Escape from Monkey Island
Everything or Nothing: 007
Evil Dead: Fist. of Boomstick
Eye Toy: Play

F = 0 6

FIFA 2003
FIFA 2004
FIFA Football 2005*
Fight Night 2004
Final Fantasy X
Final Fantasy X-2
Fire Blade
Fire Warrior
Firefighter FD 18
Forgotten Realms: D. Stone*
Formula 1 2004
Freedom Fighters
Freakstyle
Futurama

G = 0 7

G1 Jockey
Getaway
Ghost Hunter
Ghost Master
Ghost Recon: Jungle Storm
Giants: Citizen Kabuto
Gladiator: S. of Vengeance
Gladius
Gran Turismo 3
Gran Turismo 4 Pro.Edition
Gran Turismo 4*
Gran Turismo Concept
Grand Theft Auto 3
GTA: San Andreas*
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Grandia 2
Great Escape
Gumball 3000

H = 0 8

H.Potter & Chamber of Sec
H.Potter & Philosopher's St.
H.Potter & Pris. of Azkaban
H.Potter: Quidditch W. Cup
Haunted Mansion
Headhunter
Headhunter: Redemption
Here Comes The Pain
Hitman 2: Silent Assassin
Hitman 3: Contracts
Hulk
Hunter: Reckoning Wayward
Hyper Street Fighter 2

I = 0 9

Indiana Jones: Emp.'s Tomb
Indycar Series
Italian Job: L.A. Heist

J = 1 0

Jade Cocoon 2
Jak & Daxter
Jak 2: Renegade
James Bond 007: Nightfire
James Bond: Agent Under F
James Bond: E. or Nothing
Jet Li's Rise to Honor
Judge Dredd:Dredd v Death
Juiced
Jurassic Park: Op. Genesis

K = 1 1

Karaoke Stage
Kenga: Master of Bushido
Kill.switch
King of Route 66
Kingdom Hearts
Knight Rider
Knockout Kings 2002

L = 1 2

Lara Croft: Ang.of Darkness
Largo Winch
Leg. of Kain: Soul Reaver 2
Legacy of Kain: Defiance
Legaia: Duel Saga
Legends of Wrestling 2
Legion: Leg. of Excalibur
Lethal Skies 2
LMA Manager 2003
LMA Manager 2004
Looney Tunes: Back in Action
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers

M = 1 3

Mace Griffin: Bounty Hunter
Mafia
Manhunt
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Max Payne
Max Payne 2
Maximo
Maximo vs the Army of Zin
McGrath's Supercross World
Medal of Honor Frontline
Medal of Honor: R. Sun
Mega Man Anniversary Col.
Metal Gear Solid 2
Metal Gear Solid 2: Subst.
Miami Vice*
Midnight Club
Midnight Club 2
Mission Impossible:O.Surma
Mobile S.Gundam:F.vs Zeon
Monkey Island, Escape from
Mortal Kombat: Deadly All.
Moto GP 3
MTV Music Generator 2
MTX Mototrax
Mummy Returns
MX Superfly
MX Unleashed

N = 1 4

Naval Ops: Warship Gunner
Need for Speed Undergr'nd
Need for Speed: H.Pursuit 2
NFL Street
Nightfire
No One Lives Forever

O = 1 5

Off Road Wide Open
Onimusha 3: Demon Siege
Onimusha: Warlords
007 Agent Under Fire
Operation Winback

P = 1 6

Pitfall Harry
Premier Manager 2002
Premier Manager 2003
Primal
Prince of Persia: S. of Time
Prisoner of War
Pro Evolution Soccer 2
Pro Evolution Soccer 3
Pro Evolution Soccer 4*
Project Zero
Project Zero 2

R = 1 8

Rainbow Six 3
Ratchet and Clank
Ratchet and Clank 2
Rayman 2: Revolution
Rayman 3
Rayman M
Red Dead Revolver
Red Faction
Red Faction 2
Reign Of Fire
Res. Evil: Code Veronica X
Resident Evil: Dead Aim
Resident Evil: Outbreak
Return to Castle Wolfenstein
Riding Spirits
Rise to Honor
Risk: Global Domination
Roadkill
Robot Wars
Rocky
Rocky Legends*
Rogue Ops
R-Type Final
Run Like Hell

S = 1 9

Scooby Doo: Myst. Mayhem
Scooby Doo: Night of 100 F.
Scorpion King
Second Sight
Secret W. Over Normandy
Seek and Destroy
Seven Samurai 20XX
Shadow Hearts
Shadowman 2
Shellshock Nam '67
Shinobi
Showdown: L. of Wrestling
Shrek 2
Silent Hill 2
Silent Hill 3
Silent Hill 4: The Room
Simpsons: Hit & Run
Simpsons: Skateboarding
Sims
Sims: Bustin' Out
Smackdown! 3: Just Bring It
Smackdown! 4: S.Y.Mouth
Smackdown! 5: H.C.T.Pain
Smash Court Tennis Pro 2
SOCOM 2: US Navy Seals
SOCOM: US Navy Seals
Soldier of Fortune
Sonic Heroes
Soul Calibur 2
Soul Reaver 2
Spawn: Armageddon
Sphinx & Cursed Mummy
Spider-Man: The Movie
Spider-Man: The Movie 2
Splinter Cell
Splinter Cell 2: Pandora T.
Spy Fiction
Spy Hunter 2
Spyro: Enter the Dragonfly
SSX 3
SSX Tricky
Star Trek: Elite Force
Star Trek: Shattered Univ
Star Wars: Battlefront*
Star Wars: Bounty Hunter
Starsky & Hutch
Starsky and Hutch 2*
State of Emergency
Suffering
Sum of All Fears
Summoner
SWAT: Global Strike Team
Syberia
Syphon Filter: Omega St.

T = 2 0

Tak and the Power of Juju
Teenage Mut. Ninja Turtles
Tenchu: Wrath of Heaven
Terminator 3 R.of Machines
Terminator 3: Redemption*
Terminator: Dawn of Fate
The Bouncer
The Getaway
The Great Escape
The Italian Job: L.A. Heist
The Matrix
The Mummy Returns
The Return of the King
The Simpsons: Hit & Run
The Sims
The Sims: Bustin Out
The Suffering
The Thing
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This is Football 2004
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Tiger Woods Golf 2004
Tiger Woods Golf 2005*
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Tom Clancy's Rainbow Six 3
Tom Clancy's Splinter Cell
Tom Clancy's: P. Tomorrow
Tomb Raider: Angel of Dark
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Tony Hawk's Undergr. 2*
Top Gun: Combat Zones
Total Club Manager 2004
Transformers
True Crime: Streets of LA
Turok: Evolution
Ty the Tasmanian Tiger

U = 2 1

UEFA Euro 2004
Ultraman Fighting Evol. 2
US Navy Seals, SOCOM

V = 2 2

Van Helsing
Vice City, Grand Theft Auto
Viewtiful Joe

W = 2 3

War of the Monsters
Warhammer: Fire Warrior
Wolfenstein.Return to Castle
World Champ. Snooker '04
World Rally Championship 3
Worms 3D
Wreckless: Yakuza Mission
WWE Crush Hour
WWE Smackdown v Raw*
WWE Smackdown! 4: S.Y.M.
WWE Smackdown! 5: HCTP

X = 2 4

X-Files: Resist or Serve
XIII (Thirteen)
Xtreme G3

Y = 2 5

Yu-Gi-Oh! Duellists of Roses

0-9 = 2 7

007 Everything or Nothing
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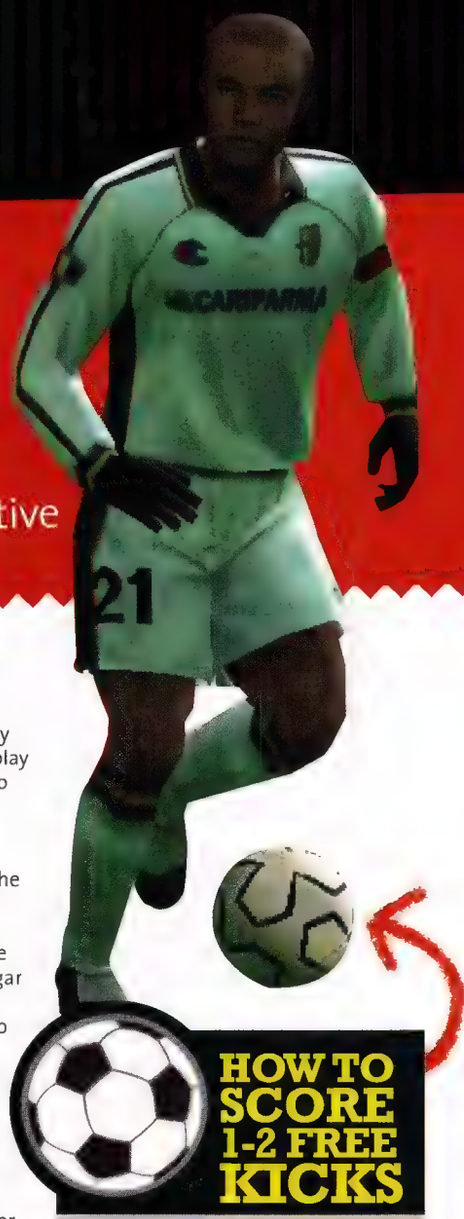
24hr Customer Service: (Freephone) 0845 0207 505

"YOU'LL NO LONGER HAVE TO SUFFER THE TORMENT OF DEFEAT THANKS TO THESE TIPS"

PRO EVOLUTION SOCCER 4

As the new season of *PES* kicks-off, PSM2 gives you the definitive guide to supremacy. We're too generous to you guys...



FIVE (DIRTY) STEPS TO ENSURE VICTORY

1) TACKLE FROM BEHIND

There's nothing worse than being caught on the counter-attack and chasing a lightning quick winger with a *slooow* defender. Don't take risks – scythe the attacker as soon as possible to prevent a difficult one on one with the goalie. As you track the player, hit ◎ to plant his face in the grass. The closer to the halfway line that you commit the foul, the less likely you'll be sent-off (receiving only a cautionary yellow) Porto used this tactic under Jose Mourinho, and won the European Cup last season.

2) PASSING FREEKICK

Organised. Efficient. Cheats. That's German football in three words. But if there's one thing they do well, it's set pieces. Rather than taking a speculative free-kick, they prefer the shameful approach of playing a short ball to feet in the box, and then turning to unleash a shot. This vile tactic (known as 'going gay' in PSM2 folklore) is less effective in *PES4* than before, but still a dangerous strategy.

3) KEEP POSSESSION

We've all seen it. A team goes 2-0 up and spends the last thirty minutes stroking the ball around with no ambition to go forwards. Apply this theory to your game plan in *PES4*, and as soon as you're leading, just play an astute passing game across your line of defenders. Measure every pass to feet, avoid risky through balls and don't be afraid to play backwards. If in doubt, a hefty punt to the corner flag works wonders.

4) SUPER CANCEL

It's not really a dirty trick, but using the super cancel can avoid giving away possession. Holding L1 and L2 will prevent your player from running the ball out of play. So whenever the Edgar Davids puts his head down and just keeps on running, you can use this to stop him running over the by-line.

5) CURSOR SPEED

Not many people understand what the Cursor Speed actually does, but you should play around with this to find your preference. For example, if you think the AI is changing player for you far too often, you should take the speed down a couple of notches. Setting the speed to eight bars means the computer will change your player automatically, but knocking it down to 'manual' will put you in total control.

HOW TO SCORE 1-2 FREE KICKS

Hitting SELECT brings a second player to stand over the ball, giving you three options for each free kick:

1 – Press ◎ in the usual manner and take a shot with player furthest from the ball

2 – Holding down L1 and pressing ◎ will force the player stood over the ball to have an unexpected shot.

3 – Pressing R3 will lay the ball off to the oncoming attacker, and then hitting ◎ will wind-up a powerful drive at goal.

HOW TO WIN THE MASTER LEAGUE... THE SMART WAY

Things have changed within the Master League. But before you thumb through the *PES4* manual you should check out our Q&A for a straightforward guide.

WHAT'S ORIGINAL TEAM MODE?
This lets you get rid of three crap Master League players (i.e. Valeny, Barota etc) for three quality players. The more your selected player's worth, the more cash you can splash on a transfer target. For example, if you boot out Miranda, Barota and Ceciu you'll accumulate approx. 1500 point. Then all you have to do is decide whether you want to spend it all on Ronaldo (1387) or spread the costs across three decent players.

WHY WOULD I WANT TO START WITH MATCH MODE PLAYERS?
This is ideal for ML beginners because you can start with a quality squad rather than the poor default players. This gives you the chance to save up cash for the likes of Shevchenko (1248), while still banging goals in with Henry and Bergkamp.

WHY USE THE REGULATE CONDITION OPTION?
Players, who have blue or grey arrows representing their fitness level, will tire quickly

TRICKS (AND WHEN TO USE THEM)

MARSEILLE ROULETTE
This move allows your player to perform a pirouette over the ball.

PERFORM BY...: Twisting the right analogue stick in a 360-degree motion
DIFFICULTY TO PULL OFF: ★★★★★
USE IT WHEN...: Defenders come charging at you and you want to beat them with a touch of finesse

SIDE-STEP
The No. 1 move for getting past defenders. Very simple, but very effective.

PERFORM BY...: Holding L2 and pressing up or down
DIFFICULTY TO PULL OFF: ★★☐☐☐
USE IT WHEN...: Running towards defenders. You'll leave them stranded every time

STEP-OVER
A triple step-over that will throw the opposition into confusion.

PERFORM BY...: Tapping L1 three times
DIFFICULTY TO PULL OFF...: ★★★☐☐
USE IT WHEN...: Running alongside a tracking defender. Or when you want to emulate Chrissy Ronaldo

LEG FAKE
It's just like the step-over, but this time with only one step-over.

PERFORM BY...: Tap L2 twice
DIFFICULTY TO PULL OFF...: ★★☐☐☐
USE IT WHEN...: You need to fox a defender who's not particularly nimble

SHARP TURN
Allows players to switch direction almost instantly for a quick escape.

PERFORM BY...: Tap L2 and press the opposite direction
DIFFICULTY TO PULL OFF...: ★★★★☐
USE IT WHEN...: A following defender looks to be gaining ground on your player

CROSS FEINT
Pretend to put in a cross, and then don't.

PERFORM BY...: L2 run down the line, then release D-pad direction
DIFFICULTY TO PULL OFF...: ★★☐☐☐
USE IT WHEN...: You need to beat the last defender in order to deliver a cross

FEINT
You can pretend to begin a dash from a standing position.

PERFORM BY...: Stop the ball by pressing L2 then double tap up or down
DIFFICULTY TO PULL OFF...: ★★☐☐☐
USE IT WHEN...: You want to show off

FACE THE GOAL
Stop the ball and face your opponents goal in one simple move.

PERFORM BY...: Let go of the D-pad and tap L2
DIFFICULTY TO PULL OFF... ★☐☐☐☐
USE IT WHEN...: You want to direct a shot or a cross towards goal

DROP SHOULDER
When dribbling you can fake a direction then run the other way.

PERFORM BY...: Whilst running from left to right, press ↗ (if the player is right-footed) just before you touch the ball
DIFFICULTY TO PULL OFF...: ★★★★☐
Use it when...: You're dribbling towards the oppositions goal

SLOW UP
Slow your run down so that you can wind up for a shot.

PERFORM BY...: Press ◎ to bring up the gauge, and before you let go hold L2
DIFFICULTY TO PULL OFF...: ★★★☐☐
USE IT WHEN...: You want to send a pile driver goalwards

HOW TO SCORE FROM CORNERS

The key to scoring consistently from corners is to deliver an in-swinger. Aim for the edge of the 18-yard box and then curl the ball in towards goal. Hold ◎ until the gauge goes just over the halfway point and hold ← or → accordingly to put swerve on the ball. Then it's just simple task of holding ◎ to head the ball into the back of the net.

PES 4 TEAMS

Here it is. All the correct club names that you need.

ENGLAND
Arsenal
Aston Villa
Birmingham City
Blackburn Rovers
Bolton Wanderers
Charlton Athletic
Chelsea
Crystal Palace
Everton
Fulham
Liverpool
Manchester City
Manchester United
Middlesbrough
Newcastle United
Norwich City
Portsmouth
Southampton
Tottenham Hotspur
West Brom

FRANCE
AC Ajaccio
AS Monaco
AJ Auxerre
Bastia
Bordeaux
Istres
FC Metz
Lille
Lyon
Caen
St Etienne
Nantes
Nice
Olympique Marseille
PSG
RC Lens
Rennes
Sochaux
Starbourg
Toulouse FC

GERMANY
1860 Munich
Bayer Leverkusen
Bayern Munich
VFL Bochum
Borrusia Dortmund
Borrusia
Monchengladbach
Arminia Bielfeld
SC Freiburg
Hamburger SV
Hannover 96
Hansa Rostock
Herta Berlin
1FC Kaiserslautern
Mainz
Scalke 04
VfB Stuttgart
VfL Wolfsburg
Werder Bremen

OTHERS
Boca Juniors
River Plate
FC Brugges
Anderlecht
Cruzerio
Sparta Prague
AEK Athens
Olympiacos
Panathanaikos
Benfica
FC Porto
Sporting Lisbon
Lokomotiv Moscow
Spartak Moscow
Celtic
Rangers
Partizan Belgrade
Besiktas
Galatasaray
Dynamo Kiev

during a match. Regulating their condition can remedy this. Just play a 30 second kick-a-bout (taking care not to surrender possession and passing the ball fluidly – this affects the level of improvement) and your player's fitness level will rise to a green arrow, meaning they'll be totally fine for the following match.

HOW DOES THE EXPERIENCE SYSTEM WORK?

As the season progresses, players can grow – and drop – in attributes. How? There are three types of player: 1) Early career growth – players who suck up stats in their teens (17-21) then peak in their early 20s. 2) Late bloomers – players (like Giggs) who steadily improve throughout their 20s, reaching a peak in their early 30s. 3) Superstars – players who never lose stats, even in their late 20s or early 40s (like Zidane).

To see a player's experience type, go to the Development Sheet option in the main ML menu and press ⊗. You'll see a graph of ability against time, which shows when they'll improve/deteriorate (an upward slope means they've potential to improve, and vice-versa). The level of improvement depends on three factors:
1) How the player performs each match (see the post match Individual Ratings option). 2) Whether you won or lost and 3) Whether you pick up yellow/red cards. A winger improves by dribbling more and playing successful crosses, a striker by scoring goals and a defender by making tackles etc. When an individual attribute (e.g. Balance, Shooting Accuracy, Acceleration etc) reaches 100% experience, then the player gains a point in that area. Close season, use the training and friendly match options to maximise stat accrual (the only way to boost aging players).

Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

HOW DO I WIN THE MASTER LEAGUE WHEN STARTING WITH THE DEFAULT PLAYERS?

Four simple steps will ensure that you don't lose a game...

STEP 1 – PLAY A DEFENSIVE FORMATION (5-4-1-B)

Barota and Ximelez don't have the skills to compete so you'll have to rely on counter attacks. Set your formation to 5-4-1B to give you good defence. And turn on the semi-auto 'Counter Attack' strategy, as this will tell your players when to make a move.

STEP 2 – SOAKING UP THE PRESSURE

Let your opponent attack you, and don't try to make any dashing runs. Yes, this is a negative approach to football, but it'll prove worthwhile in the long run. Try to play the ball between your midfield and defence until you can punt a long ball upfront for your striker.

STEP 3 – THE BREAK IS ON

More often than not, the opposing players will come out of position to try and win the ball from you. When this happens, quickly pass the ball to your offensive midfielders and make sure you maintain possession. Once you're in the oppositions half you should play a through-ball to your striker.

STEP 4 – THE POT SHOT

If a through ball isn't possible then shoot from distance. Try to play Minanda and Huylens in the offensive midfield role, as they've got the best shooting stats. Any shot on target will be beneficial because you'll either win a corner, or you'll have time to regroup if the goalie catches it.

HOW TO... RULE THE TRANSFER MARKET

Starting a Master League with the default players is like pulling teeth... slowly. But rather than squander you're hard earned cash on a single galactico, check out PSM2's shopping list.

BARGAIN SQUAD: THE BIG SAM'S BARGAIN XI

If Bolton can cut it with the big boys using only a shoestring finance, then so can you. Here's the tip of the bargain pile...

Postma (GK) Holland 397
Contreras (SB, BT) Chile 449
Song Chung Gug (SMF, SB) S. Korea 200
Pehesur (SMF, SB) Iran 353
Balt (CBT) France 450
Nakata (OMF, CMF, DMF) Japan 200
Cha Du Ri (CF, WF) S. Korea 200
Seol Ki Hyeon (SMF, WF, CF) S. Korea 200
Callini (DMF) Argentina 404
Matunel (SMF, WF, CF) Brazil 466
Villa (CF) Spain 483
TOTAL COST: £3802

BARGAIN SUBS

Jakobsson (CBT, SB) Sweden 483, Lee Young Pyo (SB, SMF) S. Korea 200, **Boskovic (OMF, SMF) Croatia 500,** Denky (OMF, DMF) Jamaica 353, **Yanagisawa (SMF, CF) Japan 200,** Gallardo (WF, OMF, SMF) Spain 466, **Takahara (CF, WF) Japan 200,** Bakayoko (CF) Ivory Coast 466, **Sinama Pongolle (CF) France 466,** Itandje (GK) France 386, Song (SMF, DMF, SB, CBT) **S. Korea 200**

EXPENSIVE SQUAD: THE ABRAMOVIC ELITE

Technically it's called 'buying the title', but if you had Roman's finances you'd want only the finest players in your side. Stack up the cash, and then bring in the créme de la créme.

Buffon (GK) Italy 1044
Stam (CBT, SB) Netherlands 999
F. Cannavaro (CBT) Italy 1064
J. Zanetti (SB, CBT, SMF) Argentina 999
R. Carlos (SB, SMF) Brazil 1180
Pires (WF, OMF, SMF, CMF) France 999
Ronaldinho (OMF, FW) Brazil 1315
Giggs (SMF, WF, CF) Wales 894
Vieira (CMF, DMF) France 1129
Shevchenko (CF, WF) Ukraine 1248
Ronaldo (CF) Brazil 1387
TOTAL COST: £12258

EXPENSIVE SUBS

Dida (GK) Brazil 741, Thuram (SB, CBT) France 870, **Salgado (SB) Spain 704,** R. Ferdinand (SB, CBT) England 840, **Nedved (CMF, SMF, OMF) Czech. Rep. 1258,** Roy Keane (CMF, DMF, CBT) Rep. Ireland 955, **Zidane (OMF) France 1387,** Aimar (OMF) Argentina 1145, **Henry (WF, CF) France 1384,** Adriano (CF) Brazil 870, **Van Nistelrooy (CF) Netherlands 1161,**

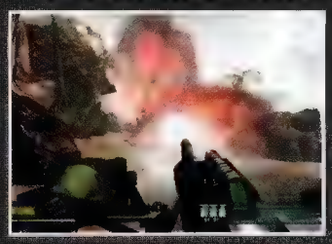
BARGAIN XI VS EXPENSIVE XI: THE SHOCK TRUTH!

After setting up an AI controlled match between the two teams, there was a remarkable outcome. Against the odds, Bargain XI snatched a 1-0 win against the big named side. Matunel was on particularly devastating form as he teased the opposition with his skill. But the Man of the Match award has to go to Balt who had Ronaldo in his back pocket all game. In the rematch however, Expensive XI snatched a dramatic winner in the last minute, to claim a 2-1 victory. So it just goes to show that it's possible to assemble a decent side with little finances.

EXCLUSIVE PLAYABLE DEMO!

KILLZONE

Last month we told you how good it is... now find out for yourself



THE ONLY PLACE FOR *GTA*!

GTA: SAN ANDREAS

Think you know everything? You don't know the half of it...

I'm the baddest mutha you ever did see

We will destroy everything! Women, children, Latino stereotypes...

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SEE! GTA: SAN ANDREAS, SMACKDOWN! VS RAW, GOAL OF THE MONTH AND THE STUNNING MONICA BELLUCCI FROM PRINCE OF PERSIA: WARRIOR WITHIN

PlayStation 2 OFFICIAL MAGAZINE-UK

Where the big games come to play!

ULTRA DOJO

Welcome to the Dojo, young grasshopper, a mystical meeting point where expert gamers share their dark gaming secrets, ridicule plucky challengers and stake their claim in history. Are YOU up to the test?

HOW IT WORKS:

These pages are for people who *love games to death*. The type of people who pore over manuals, learn lists of arcane rules and techniques by heart, strive for the top score on every track in every game and play until their fingers smoke. Haven't got the time? Don't fret. We're also looking for people who love their favourite games, who might not have been arsed to master Secret Level X or found the 300 Magical Lead Hats – but who discovered some whacky/odd/secret/mental gameplay quirk that they want to share with the world. Piling up bodies in *Hitman: Contracts*, wobbly physics in *Driv3r*, a pedestrian in *GTA3* who looks like Noel Edmonds... *no discovery is too trivial*. So if you think you've got what it takes, send us the evidence. Your chosen game can be as old as you like (but we do like a smattering of new titles) and no particular genre is frowned upon. So send us your tapes, Dojo hopefuls. Good luck...

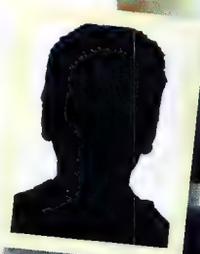
ATTENTION! WE WANT YOU!

Yes, things are about to change in Dojo land again, so we want to know what you'd like. We aren't bringing six pages of horrible tables back, but we're going resurrect some of the leaderboards of old for the true hardcore out there. What do you want? Send your ideas (and tapes!) to the usual address, or e-mail psm2@futurenet.co.uk.

DEFINING MOMENT OF THE MONTH!

MUSICAL MARVEL

by Matt Barker

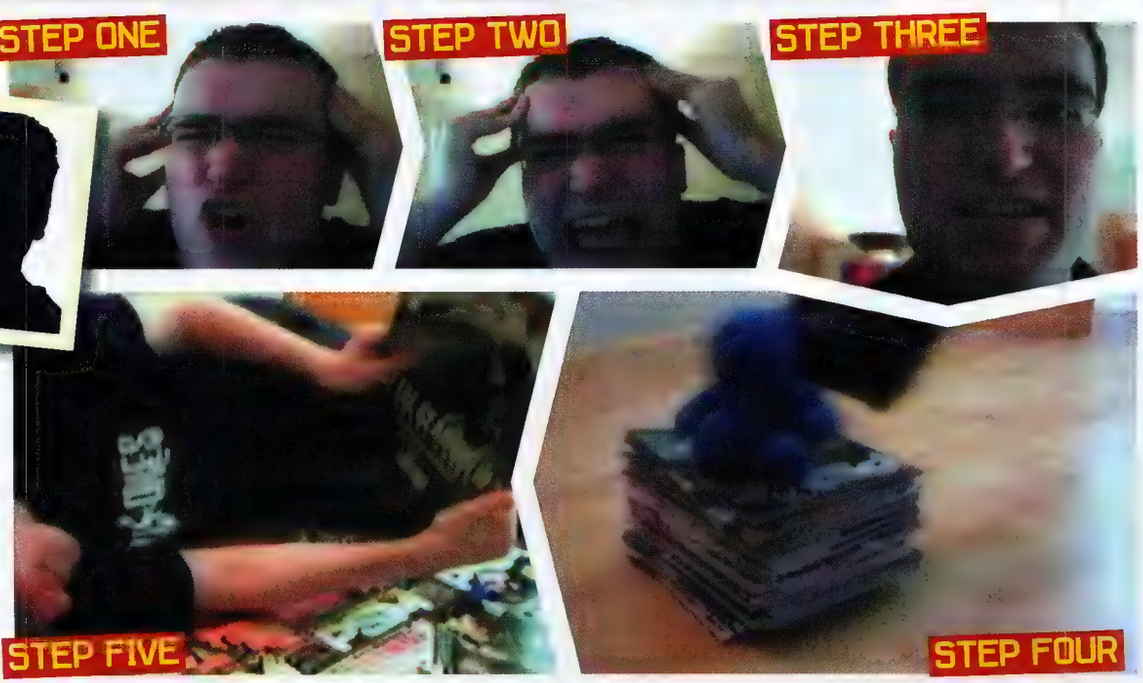


The only tape we've ever recieved that's had the entire office crowded around the TV. Even old Milf dragged himself over for a look.

Matt has shown true ingenuity and has combined MTV Music Generator and EyeToy to create his own musical sensation.

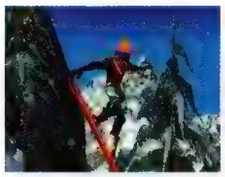
Listen to his peerless vocal range, masterful arrangement of beats and artistic movement on screen. So profound, so powerful, so artistic. He even sent one of his albums on CD, and it's found its way onto Dan D's iPod. You need true musical genius to bypass Dan's strict audio checkpoints. Consider yourself one of the elite, Matt.

More of this please, folks. Push your PS2 to the limit and create something magical. You know it makes sense.



READER THROWDOWNS!

Unbeatable at games? Put YOUR high scores to the test in PSM2.



SSX TRICKY

"Tokyo Megaplex"
by Tom 'Bibbles' Ellis
Time: 0:21:46

What I Did: "Got this abnormal time on SSX Tricky's strangest course."
Tricks? "Cheating, man. Well, not so much cheating – I found a sneaky spawn and bypassed most of the course. I rule. Obviously."

Also kicking ass...
Austin O'Toole
Dean Edwards
Damian Lobbett ... 3'21"68

GTA: VICE CITY

Monster Wheelie
by Adam 'Puckles' Morris
Length: 10,592

What I Did: "Sat atop a Sanchez and done a massive wheelie aroud Vice."
Tricks? "Light tweaking of the analogue stick and accelerator button. You need the touch of a master craftsman to master this type of thing, brother."

Also kicking ass...
Raphael Stowington ...

THUG

"Russia"
by Evan 'Pipeston' Harvey
Score: 199,558,036

What I Did: "Beat the last guy's score by almost double. This is untouchable, dude."
Tricks? "Learn the level. Every turn, every pool, every bar... learn it like you love it then thrash it good. That is the way to rule. That is the way to live."

Also kicking ass...
Taylor Horvath ...

HM: CONTRACTS

"Slaying a Dragon"
by Ian 'Sheattle' Lane
Time: 1'35

What I Did: "Rustled through this rock hard level in no time."
Tricks? "Devote a week to learning how the game operatates. Then it's simply a case of thrusting forward and siezing the day. Enemy AI is so fickle..."

Also kicking ass...
Gerard Sotherton ... 3'01

TIGER WOODS PGA TOUR 2004

by Grant 'Helldog' Barter
Under Par: 20

What I Did: "I am the Tiger master, innit."
Tricks? "It ain't no thang but a chicken wing when you've mastered Tiger to this degree, homebake. Can anyone beat this par? Anyone?! Heloooooo? Pah! Weaklings!"

Also kicking ass...
Tom Binston ... 017
Cameron Crowe ... Un
Didcot Parker ... 009

INSANE CHALLENGE OF THE MONTH

We make you do fiendish things in games. For kicks.

Every month the PSM2 team challenges you to beat their craziest high scores, or top a feat of gaming madness. We'll print the best entries the month after, with exceptional achievements – or just plain silliness – appearing on the DVD. Get gaming!

THIS MONTH:
SECOND SIGHT
MENTAL STRENGTH CHALLENGE

Bought Second Sight and realized just how damn good it really is? Then send us tapes of you knocking your way through the first Asylum level without killing anyone. No shooting, no neck-snapping, just plain old knocking out and tranquilizing. Go forth!

HOW TO ENTER

Be good at a game? Try to hit the original Xbox to see your most amazing achievements.

Plug your PS2 memory card into SLOT 1 and record you playing a game on the tape.

Put the tape, all of yourself and the form (get them into an envelope and post it to us.

POSTCARDS FROM... GTA: VICE CITY

Vice City is a beautiful game, and in light of this we want your lush, crazy and just downright funny shots from everyone's favourite crime-em-up. Can't take shots? Have no fear – send us a video and we'll do the rest with our steam-powered, ultra-high-tech screen-shootin' mega device.

LOOK-A-LIKES

We want your suggestions, photos and created characters – does your dog bear an uncanny resemblance to Dante? Think your mum looks like Dhalsim? Post us the evidence!

THIS MONTH...

Prince of Persia
Floaty pantalons man

Prince
Prolific dwarven crooner

from Dave Parker, via email
"Not in his early Purple Rain days but when he – as Eminem says – turned himself into a symbol!"

PSM2, ULTRA DOJO, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

Dear PSM2,
Thank God all those big scary tables have gone! I'm brilliant at games and want to show you what I can do.

And I enclose... MY PHOTO (or I've emailed you one) ☐ A VIDEO OF MY ACHIEVEMENT (wound to just the right place) ☐

Check out my tape, it's got this on it:

.....

.....

.....

And this is why – and more importantly how – I did it...

.....

.....

.....

.....

Name.....

Age.....

Address.....

.....

.....

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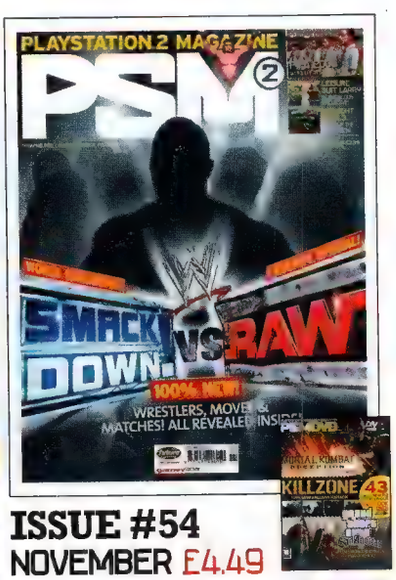

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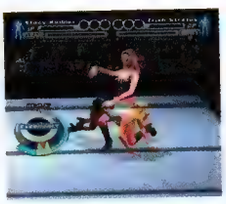
Next

STOP PRESS: PSP GAMES OVERLOAD! GRAN TURISMO 4 PLAYED TO DEATH AND SAN ANDREAS SECRETS REVEALED!

WE DO IT ALL OVER AGAIN. DO NOT MISS THIS!

SAN ANDREAS

It's here! We take apart the hottest PS2 game in history. Bling, bitches, blunts and bangin' – we reveal *everything* you need to know.



WWE SMACKDOWN! VS. RAW

The ultimate in wrestling games gets slammed to the mat in our review. Does it go the distance, or should it tap out?

GETAWAY 2: BLACK MONDAY

Shoot around London as both a cop and a crim in this grey action romp. Will it be any 'cop' come release? Ho!

You want more?! Of course we've got more! Expect reviews of *Resident Evil Outbreak: File 2* and *Prince of Persia 2*, plus loads more of the latest hot *Japanese releases*. And more!

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KONAMI WILL TELL YOU IT TOOK YEARS OF METICULOUS PLANNING AND AN AVANT GARDE STUDIO OF DESIGNERS, BUT PSM2 HAS THE REAL* STORY BEHIND THAT PES4 PACKSHOT...

*Well, false.

THE KONAMI OFFICE. AN ARTIST SITS NERVOUSLY IN THE MEETING ROOM. SUDDENLY, THE DOOR CRASHES OPEN...

SUIT WEARER 1: "Great news everyone, we've licensed Thierry Henry as the face of *Pro Evolution Soccer 4*!"

OFFICE ARTIST BLOKE: STIRS IN SEAT "Shitting crikey. That's great news. So I won't have to use that bald referee this year?"

SUIT WEARER 2: "Er..."

SUIT WEARER 1: SLASHES NECK WITH HAND DISCREETLY IN THE DIRECTION OF SUIT WEARER 2 "Yes. Yes, er, that's right... and... um... we've also got Francesco Totti, the incredibly handsome and in no-way-bald captain of Italy!"

OFFICE ARTIST BLOKE: "Holy shit. That's great. So when are we organising the photo shoot?"

SUIT WEARER 1: "Soon. *Soon*. But for now I'd like you to work with this picture of Thierry Henry."

OFFICE ARTIST BLOKE: "In *GREEN*!?"

SUIT WEARER 1: "Yes, it's the, er, Arsenal fourth strip. MOTIONS TO SUIT WEARER 2 WHISPERS "*Christ*" FIXES GAZE ON OFFICE ARTIST BLOKE "Definitely"

SUIT WEARER 1: "And here's Totti..."

OFFICE ARTIST BLOKE: "What's happened to his hair!?"

SUIT WEARER 2: "It's, er, *placeholder*. We'll add the real hair after the photo shoot."

OFFICE ARTIST BLOKE: "Great. Well, I'll get cracking, then."

SUIT WEARER 1: "Oh, and there's this." PALMS PHOTO UPSIDE DOWN ACROSS DESK "Gotta run! See you later!"

OFFICE ARTIST BLOKE: "Hey, wait. Who's this bald bloke with a whistle!?"

SUIT WEARER 2: "OK, great. Ready for five o'clock?" RUNS FOR DOOR

OFFICE ART WORKER STARES AT PHOTOS. GOES TO PUB. RETURNS TO DESK, CUTS OUT PLAYER HEADS AND FIDDLES WITH MOUSE FOR TEN MINUTES. THEN SLEEPS

SUIT WEARER 1: "Alright? Done, then?"

OFFICE ARTIST BLOKE: "Zzzz... grr... wassa? Er, yesh, boss. Five minutes. OK."

PUTS LOGO UNDERNEATH

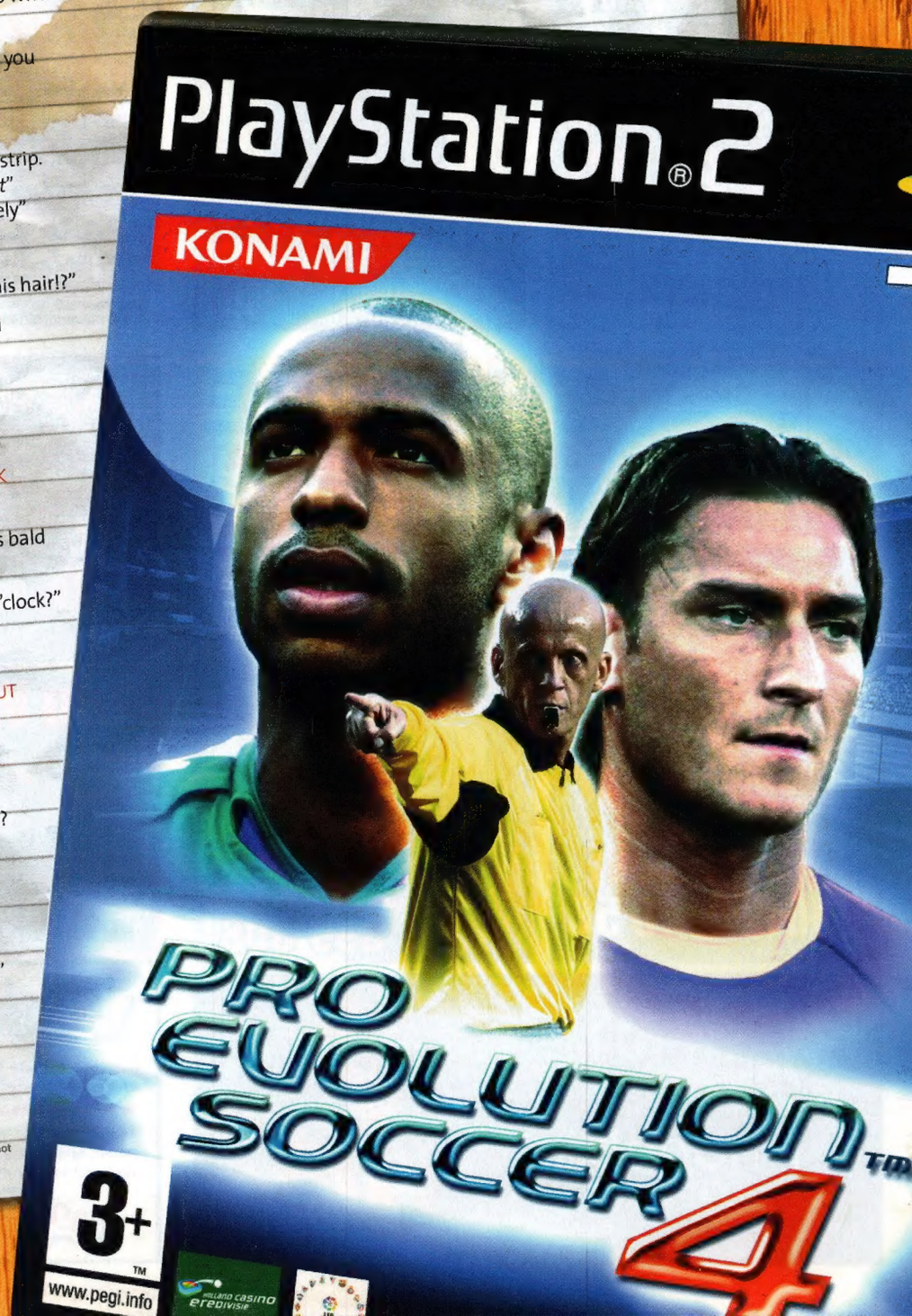
SUIT WEARER 1 & 2: "Jee-sus... it's... it's... brilliant! Send to industry! Man the money pumps! In your face EA! Woooo!"

BRIEF SILENCE

"Pub?"

FIN

PSM2 would like to point out that *PES4* is brilliant. It's just the pack shot that sucks king kong balls. Er, we mean looks great. Run!



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GOOD FOOT - justin timberlake	114707	124707
MY PERROGATIVE - britney spears	114715	124715
BABY CAKES - 3 of a kind	114427	124427
CALL ON ME - eric prydz	114436	124436
LOVE MACHINE - girls aloud	114506	124506
COMMON PEOPLE - w. shatner vs joe jackson	114720	124720
BETTER THAN LIFE - ultrabeat	114377	124377
MY BOO - usher and alicia keys	114730	124730
CONFESSIONS PART 2 - usher	114219	124219
NOTHING I WON'T DO - special d	114411	124411
HAPPY PEOPLE - r kelly	114184	124184
I LOVE THEM HOES - eamon	114088	124088
HOW YOU DO - frankee	114398	124398
THE NEW WORKOUT PLAN - kanye west	114724	124724
SAND IN MY SHOES - dido	114504	124504
WELCOME TO MY TRUTH - anastacia	114721	124721
NEVER REALLY WAS - mario winans	114405	124405
I WANT MORE - faithless	114561	124561
YOURS FATALLY - big brovaz	114592	124592
LOVE IS A MATTER OF... - will young	114617	124617
MILLIONAIRE - kelis	114458	124458
OOPS UPSIDE YOUR HEAD - dj casper	114656	124656
MORE MORE MORE - rachel stevens	114661	124661
TRIPLE TROUBLE - the beastie boys	114625	124625
GHETTOMUSICK - outkast	114635	124635
DJ - jamelia	114680	124680
RADIO - robbie williams	114717	124717
BLINDED BY THE LIGHTS - the streets	114718	124718
NOBODY'S HOME - avril lavigne	114700	124700

URBAN	MONO	POLY
TURN ME ON - kevin lyttle	113100	123100
I'M STILL IN LOVE WITH YOU - sean paul ft sasha	113410	123410
DUDE - beenie man feat ms thing	113702	123702
ANGEL - shaggy	111114	121114
GET BUSY - sean paul	112634	122634
KING OF THE DANCEFLOOR - beenie man	114489	124489
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I'M STILL IN LOVE - sean paul	112873	122873
PON DI RIVER - elephant man	113345	123345
YOUR EYES - nikrok feat shaggy	114348	124348
LAST DROP - kevin lyttle	113914	123914
SIGNAL THE PLANE - elephant man	113606	123606
BOUNCE ALONG - wayne wonder	113137	123137
FRIEND LIKE ME - wayne wonder	113138	123138
GET MY PARTY ON - shaggy	112874	122874
BOOMSHAKALAK - apache indian	113051	123051

HIP HOP	MONO	POLY
MY PLACE - nelly	114500	124500
JESUS WALKS - kanye west	114266	124266
HOW COME - d12	114169	124169
TIPSY - j-kwon	113648	123648
WELCOME BACK - mase	114709	124709
SHE WANTS TO MOVE - n.e.r.d	113539	123539
P.I.M.P. - 50 cent	112599	122599
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LETS GET IT STARTED - black eyed peas	113232	123232
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ROSES - outkast	113806	123806
INTO YOU - fabolous	112916	122916
WHERE IS THE LOVE - black eyed peas	112890	122890
FORGET ABOUT DRE - dr dre	111138	121138
TRICK ME - kelis	113804	123804
GUNS DON'T KILL... - goldie lookin chain	114564	124564
I LIKE DAT - houston	114454	124454
MILKSHAKE - kelis	112885	122885
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ESSENTIAL	MONO	POLY
SATISFACTION - benny benassi	112751	122751
IN DA CLUB - 50 cent	112440	122440
HEAVEN - dj sammy	112229	122229
CASTLES IN THE SKY - ian van dahl	111270	121270
THE LOGICAL SONG - scooter	111965	121965
LOSE YOURSELF - eminem	112289	122289
DILEMMA - nelly feat. kelly rowland	112221	122221
BECAUSE I GOT HIGH - afroman	111454	121454
CRAZY IN LOVE - beyonce knowles	112707	122707
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CAN'T GET YOU OUT OF... - kylie minogue	111388	121388
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SMOOTH CRIMINAL - alien ant farm	111377	121377
WHENEVER WHEREVER - shakira	111661	121661
KISS KISS - holly valance	111898	121898

R 'N' B	MONO	POLY
BURN - usher	113800	123800
BABY BOY - beyonce feat sean paul	112933	122933
I DON'T WANT YOU BACK - eamon	113519	123519
YEAH - usher feat ludacris & lil jon	113546	123546
I DON'T WANT TO KNOW - mario winans	113805	123805
MOVE YA BODY - mna sky feat jahba	114218	124218
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DIP IT LOW - christina milian	113802	123802
NAUGHTY GIRL - beyonce knowles	113292	123292
SOUTHSIDE - floyd feat ashanti	114403	124403
NO DIGGITY - blackstreet	111211	121211
IGNITION - r kelly	112588	122588
1980 - estelle	114263	124263
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PUT EM HIGH - stonebridge	113747	123747
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DISCOLAND - flip and fill	113930	123930

ROCK	MONO	POLY
SWEET CHILD O MINE - guns n roses	111258	121258
SHE WILL BE LOVED - maroon 5	114236	124236
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BAT OUT OF HELL - meat loaf	111286	121286

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THEME	MONO	POLY
ONLY FOOLS AND HORSES	111369	121369
THE SIMPSONS	111132	121132
MISSION IMPOSSIBLE	111121	121121
ROCKY - jogging theme	112481	122481
GOOD BAD AND THE UGLY	111181	121181
DIRTY DANCING	111249	121249
AXEL F - beverley hills cop	111601	121601
THE OFFICE	112363	122363
THE A TEAM	111115	121115
THE ITALIAN JOB	111622	121622
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KNIGHT RIDER	111127	121127
THUNDERBIRDS ARE GO - busted	114239	124239
ALWAYS LOOK ON THE BRIGHT... - m. python	113865	123865
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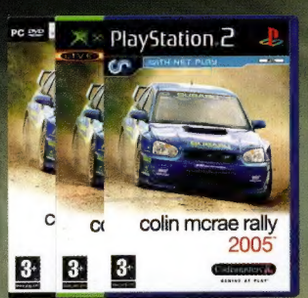

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